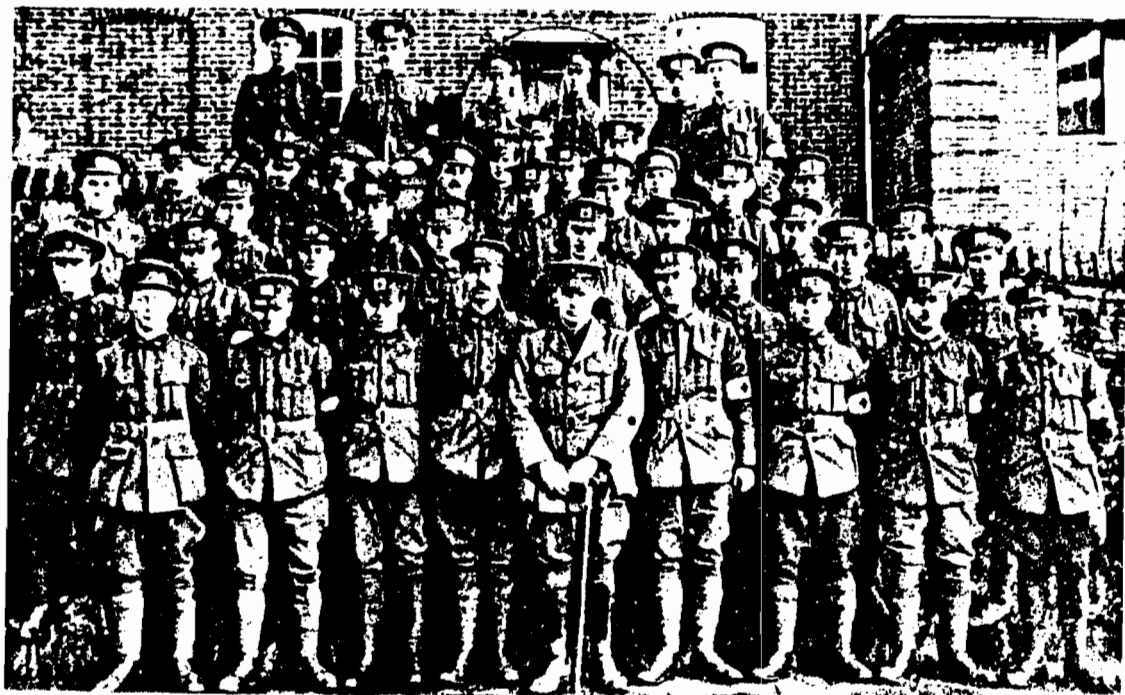




DIPLOMACY WORLD



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WINTER
1989



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DIPLOMACY WORLD was founded in 1974 by Walt Buchanan as a service to the Diplomacy hobby at large and as a publication of record for hobby statistics and other data. DW is dedicated to the goals of covering the entire spectrum of hobby affairs and to printing the best original materials on the game and hobby which are available. DW is an Institute for Diplomatic Studies publication.

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TABLE OF CONTENTS

-Front Cover
- 2..Colophon & Staff
- 3..Introduction
- 4..Editorial
- 5..World War I Graphic
- 6..In The Beginning, The Mame, & The Master Plan (T. Kane)
- 11..The Versailles Treaty & After (R. Baker)
- 14..Reductio Ad Absurdum: Total War (P. Copeland, R. Heintz, Jr., & G. Dwyer)
- 26..World War I Games: Down From Upstairs (H. Barents)
- 28..World War I Games: Pass In Review (J. Breidenstein)
- 31..World War I Games: Apples & Oranges, Kumquats & Kiwis (L. Peery)
- 37..Dead Heroes, Absentee Generals (J. Reber)
- 40..The Empire on the Neva (A. Levin)
- 43..A Playlist to End All Playlists (L. Peery)
- 46..Superdipper (D. Andersson)
- 47..war (Steve Jackson)
- 48..space stations (Steve Jackson)
- 50..diplomat (Steve Jackson)
- 51..The Ballad of Ollie North (B. Kelly)
- 53..Ask the Hobby Historian #11: The Runestone Poll Scandal of 1988 (M. Berch)
- 55..Instability & the Rome-Ankara Axis (D. Hood)
- 57..Diplomacy by Electronic Mail (B. Odear)
- 59..PBEM Diplomacy (L. Casey)
- 60..A Reawakening (D. McCrumb)
- 61..The Essential Diplomat's Library: A Proposal for a New Hobby Service (L. Peery)
- 64..On World DIPCON (L. Peery)
- 69..Canadian Diplomacy Organization
- 70..Zine Reviews (L. Peery)
- 71..Making Order Out of Chaos (J. Applegate)
- 74..Pontevedria

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INTRODUCTION

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This may be the most difficult issue of DW that we've ever challenged our readers with because it requires you to use your brain, and your heart; not your vocal cords and spleen, in responding to it. But that serves you right. It was the most difficult issue we've yet had to publish. Big deal, right?

Some of you may not care for this issue. So be it. Our hope is that you will use it as a springboard to go back to an event that many of you know nothing about—World War I. And that as you read about it, play the games that illustrate it, study the books about it, listen to the music inspired by it, and consider the colossal stupidity of those responsible for it; you'll learn something about the game and hobby of Diplomacy; and perhaps something about human nature as well.

Due to circumstances beyond our control this issue was put together in just two weeks time. All things considered, I think it is one of our better issues. I especially want to thank Thomas Kane for his many diverse contributions to this project. Without them...well, I leave it to your imagination.

There's precious little "Diplomacy" in this issue, but there's a great deal of "diplomacy." You'll read much about one of its biggest failures, World War I. I especially hope you'll read, more than once, the Baker and Levin pieces. It makes one pause and think. At least I hope it will. It is, obviously, an unusual issue. Let me hear what you thought of it. After all, without your feedback we will be like the generals of WWI—without direction.

World War I, a whole poetry section (just for you, Rod), a few substantive tidbits, and some hobby news. It may not seem like much; until you think about the body count at The Mame, and Some.

Winter is around us: Snow, and Rain, and Mud. As you scrape the mud off your boots when you enter your warm, cozy home, give a thought to those who served in WWI and had no fire, no home, no nothing; just the mud. And then think about diplomacy. And Diplomacy.

Enjoy it if you can.

EDITORIAL: AND THEN THERE WAS ONE

As I type this I am listening to the Met's live broadcast of Verdi's *Il Trovatore*; which seems, somehow, strangely appropriate, considering what has happened to me and my family since I took over as DW's publisher & editor some three years ago. In that brief period of time I have lost my father, his lady friend, a brother I never knew I had, an uncle, and now, just two months ago, my last blood relative, my favorite aunt. At 41 I find myself the patriarch of my family. In fact, except for Mike, I am my family. Perhaps that is why I treat the hobby, and DW, so personally. In a very real sense you are my family. So when I nag, and scold, and occasionally paddle a butt or two in this issue, you'll understand why.

As you can imagine the last two months have been a trial. The time between now and DIPCON will be even worse. But, hopefully, by DIPCON, things will have settled down and we, as a family, can enjoy our annual bash cum blood-letting. I've spent a lot of time thinking about DIPCON in the past six months and I have to admit that my ideas for that event have come around almost 180 degrees. I don't think it's going to be what a lot of you would have expected. But I hope, if you make it, you'll enjoy it.

Each January for the last four years I have discussed the State of the Hobby and DW's condition. It's become an annual tradition. This year I solicited some input from the DW staff. On reading their comments I realized that they were all much more upbeat about the State of the Hobby, and DW, than I was. I also realized that their assessment of the situation was probably better than mine. And so I report to you this year that the State of the Hobby is good and that DW is in good shape. And that, believe it or not, is all I have to say about that.

Not everything in the hobby is in perfect shape (and that includes me), of course, but it never has been. We are, after all, a microcosm of our society for better or worse. But this seems to have been a fairly good year. And, with some hard work and a bit of luck, 1989 should be better. What more can we ask? We live, learn, and play. Hopefully playing Diplomacy teaches us how to live better and, who knows, perhaps we even learn something about that most fascinatin' subject—ourselves—in the process. I hope so.

Yesterday I watched the Inauguration. I have to confess the most moving part of the whole thing was hearing that Black Army master sergeant sing. I really thought he was going to bring down the Capitol. Literally. Tonight I'm going to see Donizetti's *Lucia di Lammermoor*, and I can't decide if it's really about Kathy or Melinda. Tomorrow is the Super Bowl and frankly, my dears, I don't give a damn who wins (GO SAN FRANCISCO!). I just hope Miami makes it through the weekend intact. All in all, it should be quite a weekend. And the following weekend will be just as much fun, since by then DW will be printed and I will be getting it out in the mail. That's always fun. Yuck.

1989 will be remembered as a year of transition, I suspect, when we look back on it later. I know it will be for me. I think it will be for DW. And, as always, it will be for the hobby. And, for once, the world seems to be moving in a positive direction. Isn't it nice for a change? Let's enjoy it while we can.

I had originally intended to devote this issue's editorial to promoting the concept of unity in the hobby, but why waste the effort? The people in this hobby will go their own ways no matter what I say, so why say it? Let us accept the fact that we have for the moment a multiplicity of factions in the hobby. The Founding Fathers thought that was a strength. And who are we to question their wisdom? So let the feuders and bad-mouthers have their say, but let them do it quietly, so we can enjoy our own music.

The PBM Diplomacy hobby is 25 this year. So is The GENERAL. DW, believe it or not, is celebrating its 15th birthday this year. Who knows, maybe we are finally beginning to show, if not act, our age.



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years of age
is **WANTED!**

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ARMY
FOR THE
DURATION
OF THE
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IN THE BEGINNING, THE MARNE, AND THE MASTER PLAN

Thomas N. Kane

No country has ever benefited from a protracted war.

Sun Tzu
THE ART OF WAR

War is like unto fire, those who cannot put aside weapons will be themselves consumed by them.

Li Ch'uan,
commenting on Sun Tzu

In the flurry of questions, false moves, blunders, and misinterpretations which followed the shooting of Austrian Archduke Ferdinand, the German generals knew exactly what to do. A single horror had haunted Germany ever since Bismarck united that country. The Germans understood that France longed for revenge after its loss of Alsace-Lorraine and that, eventually, Russia would ally with the French, ringing Germany with innumerable foes. Count Von Schlieffen developed a strategy to win such a two-front war. The Count died, and command of the army passed to General Moltke, but this remained the only plan Germany had. Schlieffen's Plan shaped the whole First World War.

Schlieffen's Plan recognized that Germany could not defend itself from Russia on one side and all of France on the other. Therefore, he suggested that the German army attack first, and defeat each enemy one at a time before any of them could invade Germany. Except for a few frontier guards, the whole army would concentrate in the northwest and strike France through Belgium. This maneuver left France free to attack southern Germany. That was the true genius of the Schlieffen Plan. As the French army pushed ahead in the south, they would expose their rear to the Germans who had just passed them in the north. Then German troops could sweep down through Paris and crush the French against fortresses within Germany. France would fall within six months. It would take at least this long for the Russians to assemble their unwieldy army and move it the vast distance from Moscow to Germany. By the time the Russians arrived, the same German troops which had subdued France could go east to stop them.

On 28 July, 1914, after receiving permission from Germany, Austria-Hungary declared war on Serbia. When Russia refused an alliance with Turkey, the Turks began to fear that Russia hoped to capture the Dardanelles. Inexorably, the Turks slipped toward friendship with Germany. Russia dared not be unprepared in the upcoming crisis: mobilized its army on 30 July. This frightened Germany into declaring war against the Russians on August one. Then the Germans pronounced an ultimatum ordering France to relinquish its border forts of Verdun and Toul. Germany was now demanding the two-front assault it once feared. As one general reportedly told Kaiser Wilhelm, fighting a war without France would require the re-routing of eleven thousand trains.

France's war plan could not have been better for Germany. The French generals felt utterly confident that their soldiers' legendary courage would overcome any enemy, so they planned a broad invasion—in the south, just as Schlieffen would have hoped. There, the brave French attackers charged with all their spirit, their generals could

have hoped for, only to be killed by German machine-guns. A series of attacks and counter-attacks criss-crossed the region, resulting in the "Battle of the Frontiers." When Germany violated Belgium's neutrality, Britain officially joined France. Those two nations had been close allies for several years. The German spearhead came almost to within fifty miles of Paris, and the Schlieffen Plan almost succeeded.

Fortunately (for the Allies), Germany missed its last chance.

Moltke was not as brave as Schlieffen, and he diverted several of the divisions intended for the invasion to defend the south. Then, as he advanced, he kept the army safely concentrated, ignoring the opportunities to spread out and capture ports along the English Channel or to send fast units ahead to seize Paris early. Since the German army was all in one place, the French and British could unite to defend that single area. The French troops invading southern Germany were called back and raced to positions on the river Marne, at one point commandeering the taxicabs of Paris. At the Marne, the Allies held. They drove the Germans back almost to Belgium, and for the rest of the fall, each side extended itself northward, trying to outflank the other. Soon the lines stretched from Switzerland to the sea. All the armies dug trenches. Since an entrenched machine-gunner can fire on any number of advancing enemies without exposing himself, the movements on the Western front stopped. The armies stayed there for four years.

World War One does not divide itself into convenient victories or losses. Its "battles" were campaigns of many weeks or months, indicating only increased fighting along a portion of the long trench lines. This will seem familiar to DIPLOMACY players, except that "Mexican standoffs" in the game tend to be more irritating than tragic. The following paragraphs describe the most important moments of the war and indicate how these show on the DIPLOMACY board.

Tannenburg and the East (Prussia) Winter, 1915

Despite all the bungled plans in all the nations, Germany's Eastern strategy worked. The Germans simply waited for Russia to attack, knowing that they themselves could never invade such a vast country. Russia struck far earlier than anyone expected, and, at first, Germany seemed near collapse. When the enemy came, one German general panicked and withdrew. The German High Command suddenly replaced several other leaders, and worst of all, the troops received a series of completely contradictory orders. "The Russian steamroller" surged forward. But as it spread out to gather up Prussia, a gap developed between its two armies, with a swamp called the Masurian Lakes between them. Almost by accident, the confused Germans engulfed a single Russian army at Tannenburg. The Lakes kept other Russians from coming to its aid. After eliminating half the invaders, Germany could easily repel the other. The Russians fell back into Poland. Once again Russia's "Brusilov Offensive" into Austria began well, but it too failed. Then in 1917, the Tsar abdicated. Rapidly thereafter Lenin overthrew the new democratic government. The Russians surrendered on December 12, 1917 and ceded most of European Russia to Germany in the Treaty of Brest-Litovsk.

Gallipoli (Constantinople) Spring 1915 - Winter 1916

After Tannenburg, the threat of Russia was muted, and Germany was able to send most of its troops west, to the unbreakable trench lines. This gave the Allies an incredible chance. Only pitiful Turkey kept England from resupplying Russia through the Black Sea. If Britain could clear Turkish mines from the Dardanelles, the Tsar would be able to launch a new invasion, crushing Germany from behind. On 25 April, 1915, English troops stormed the beaches on Gallipoli, the Western side of the straits. The attack moved forward, but as Turkish troops entrenched themselves, the familiar stalemate developed. Disease began to ravage the invaders. In late 1915, the British evacuated their positions, having lost 265,000 lives.

Ypres (Picardy) Spring, 1915

When the sun set at Ypres, the last taboos of war broke. On the evening of 22 April, Allied troops suddenly poured from their trenches and fled, suffocating as they ran with ethereal green clouds forming in the twilight behind them. Germany had finally used chlorine gas. The poison tore a gap four miles wide in the Allied lines, but the Germans were as surprised by their success as the victims. They had not assigned reserves to exploit the breach, and the attackers already present were too frightened of their own gas to advance. After this, both sides began issuing gas masks and chemical weapons, preventing poison gas from being decisive again.

Verdun (Burgundy) 1916

Before this battle, the French general Joffre ordered his troops to 'declass' the fortresses at Verdun, having decided that trenches and artillery made forts obsolete. However, in March, when Fort Douaumont fell to nine attackers, who found the guards asleep, French honor was at stake. For the whole year, legions of French attacked the forts around Verdun. This was exactly what the Germans wanted. They hoped to goad the French into destroying themselves by advancing against a 'mincing machine' of artillery fire. As it turned out, however, German infantry was also drawn into the battle, and both sides were 'minced.' After a year of fighting and over one and one-half million deaths, the battle ended with the French occupying all their forts again.

Rumania (Rumania) Fall, 1916

Just as France wanted Alsace-Lorraine, the Rumanians felt entitled to Transylvania; which was occupied by Austria-Hungary. Rumanian leaders trusted that a giant like Russia would be invincible, so when Russia made its 1916 'Brusilov Offensive' into Austria, they felt confident enough to enter the war on Russia's side. Rumania declared war on Austria-Hungary and attacked. The Rumanian army outnumbered its enemies in Transylvania, but it had few machine-guns and no heavy artillery or gas. The Austrian and German defenders quickly outflanked it. Rumania's attempt to defend mountain passes into its own heartland failed, and the Central Powers took Bucharest on December 6th.

Jutland and the War at Sea (Helgoland Bight)

The war was really won at sea. Britain's Admiral Jellicoe realized that his Grand Fleet could defeat the German High Seas Fleet in any battle, unless the Germans managed to win some minor fights first, evening the size of the fleets. The German navy had better guns, but fewer ships. Therefore, Jellicoe kept the fleet together, preventing the Germans from trapping his craft a few at a time. Scheer did not dare attack, and Jellicoe did not want to. The two fleets sailed up and down the German coast. Since Britain's navy stayed in one mass, German raiders could slip away at will. They bombarded the English coast and sank ships as far away as Coronel, off Chile. However, since Germany could not challenge the British fleet, it could never do more than launch raids. Its merchant shipping ended, and supplies began to run out.

Scheer sought a new underwater weapon to break the blockade. Submarines caused panic in England, but they could not stifle all trade the way Britain's surface blockade could, and eventually submarine sinkings gave the United States an excuse to fight. Scheer's one clash with the Grand Fleet occurred at Jutland on 31 May, 1916. He attacked, hoping to lure British ships into an ambush of mines and submarines, but Jellicoe refused to sail into the trap. The two fleets approached each other, and each sank several ships. Then Scheer was forced to flee under the cover of smokescreens, to keep Jellicoe's battle line from raking his fleet in the destructive maneuver known as 'crossing the T.' Jellicoe might have pursued Scheer and caused severe damage, but he saw no reason

to risk sailing into a minefield. Unlike the land stalemate, the deadlock at sea was really a British victory.

Futility: Loos, Somme, and Passchendaele (Picardy)

The Allies continually tried to break the trench barrier, and each attempt led to nothing but a more fiendish slaughter than the previous one. In the Fall of 1915, attacking troops were cut apart at Loos. In this battle, the British attempted to force the Germans to use up their bottled oxygen by firing smoke candles to simulate hours of gassing. Then they used real poison. When the chlorine was fired, it drifted back to the advancing British, who were unprotected. German gunners shot the ones who survived the gas. In 1916 at Somme, countless French and British troops were ordered to march against the entrenched guns in close formation, and were destroyed. The artillery bombardment intended to eliminate German defenders before the infantry arrived had no effect at all. The same thing happened in 1917 at Passchendaele, this time complicated by floods which drowned the wounded. Loos, Somme, and Passchendaele were not the only offensives to end in slaughter. There were dozens.

Cambrai (Picardy) November 20, 1917

The tank proved itself at Cambrai. Despite the fact that tanks had already been used at Somme, the Germans were totally surprised by them, and even more so because the Allies omitted their customary (and useless) artillery bombardment. Previously, tanks had been sent forward one by one, and lacked enough force to do much damage. At Cambrai, 381 tanks surged forward in one unstoppable mass. They crossed the trenches and went on. But like the Germans at Ypres, the British did not have any more troops to occupy the captured land, and their weary tank crews eventually returned.

From Caporetto and the New Philosophy (Tyrolia) Autumn 1917

Austria-Hungary, the first country to declare war, had done almost nothing worth noting. Its invasions of Serbia and Russia both failed, and in 1915, Italy attacked it, ending all of Austria's other ambitions. In 1917, Germany sent troops to assist Austria and to experiment with a new school of infantry tactics. Previously, attacking troops always massed to attack every enemy in front of them, considering it suicidal to venture deep into enemy territory with foes all around. Now the German army trained several divisions, the Stosstruppen, to do the opposite. They would find an unguarded spot and slip behind enemy lines. Then they could attack from behind while other troops advanced in the normal way. The mountains and mists of Italy were ideal for such infiltration. Italian armies disintegrated and fled, but the Germans could not win any strategic victory. The infiltrators were far from home and supplies, so, as the German general Lecquis explained, they hoped to capture chickens and pigs, not armies.

The Final Breakthroughs (Picardy and Burgundy) 1918

Invading troops never reached Germany. Still, by 1918, the Allies had begun to select places where the German line bulged into their own, and snip these off. Germany made a final lunge and reached the Marne again. This actually helped the Allies: the French general Petain used his "elastic defenses" which enticed the enemy to advance and then closed around its rear. Tanks allowed the Allies to advance against trenches. Imitations of the Stosstruppen tactics allowed them to pierce the line. The British blockade kept Germany desperate for resources at exactly the moment that American reinforcements bolstered the Allies. On 4 November, 1918, the Central Powers signed an armistice.

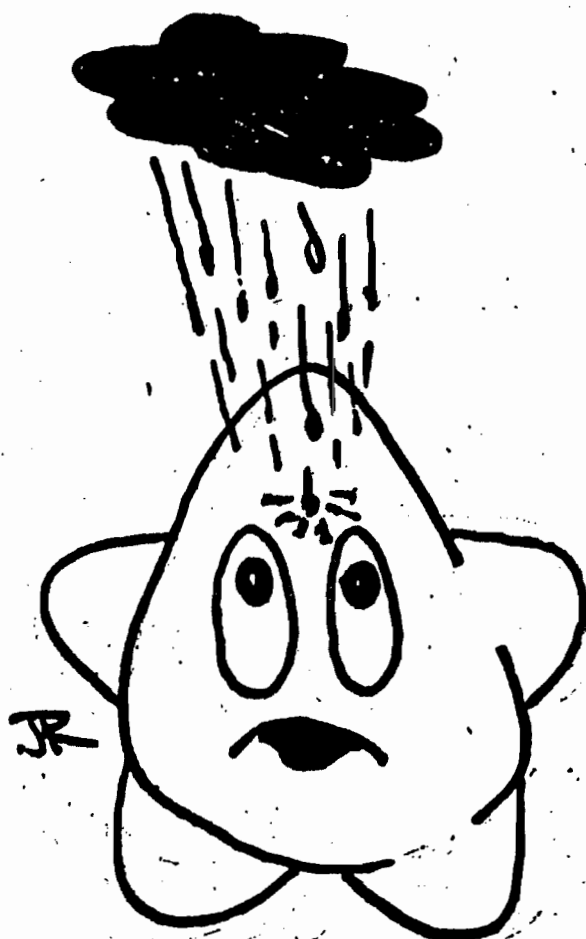
The Peace (Paris) 18 January, 1919 - 10 August, 1919

At Versailles, the French, British and Americans refused to deal with German or Soviet diplomats. Even weaker victors received little recognition. Serbia was forced

to merge with several other countries, forming Yugoslavia. The Italian representative became so angry when provinces he was claiming were given to others that he walked out of the conference, only to quietly return when more of Italy's territory was offered. Woodrow Wilson failed to create his idealistic world state, but he prevented France from severing the Ruhr from Germany to form a buffer state. To satisfy Wilson, the French and British agreed to form the League of Nations and to free colonies. They split Austria-Hungary into many nations and forced Germany both to return the land it captured and to pay a severe war debt. Once the Allies settled the terms, they forced the Germans to sign them in the Hall of Mirrors, where Germany proclaimed itself a nation. World War One ended there, leaving Europe bankrupt and stricken with flu.

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I GUESS THIS MEANS
 THE RESULTS ARE IN

THE VERSAILLES TREATY AND AFTER

RAY STANNARD BAKER

We may now come to the tragedy of Paris: the old, old tragedy of the attempt to apply noble, reasonable and truly practical principles to sordid and bitterly controversial conditions; to ask leaders, drunk with victory and greedy with the sense of unlimited power that goes with victory, to be faithful to principles in which they never had any vital belief and which conflicted with their own immediate national interest.

No sooner had the war ended than the high emotional and moral enthusiasm which marked its concluding year began to fade away. The spirit of unity began to disintegrate. The Allies had not, after all, common purposes. Each had its ancient loyalties, necessities, jealousies, ambitions, and these immediately began to reassert themselves. The purposes of the secret treaties were again crowded into the foreground. No miracle had really occurred. Men found themselves back in the old familiar world, and more than that, in a state of exhaustion and demoralization which tended to irritate rather than calm the natural differences of opinions. There had been a world slump of idealism, and it must never be forgotten, in judging these events, that it was in this time of national shell-shock that the treaties were made.

Within six weeks after the war closed...Clemenceau was telling the Chamber of Deputies at Paris that he still believed in the old-fashioned system of alliances. Although both he and Lloyd George had accepted fully the President's basis of settlement, viz., the Fourteen Points, Lloyd George was now for making Germany pay to the "last shilling," and notable French and Italian leaders were advancing territorial and other claims which, if granted, would defeat the very principles to which the Allies had agreed at the armistice.

In America there was exactly the same reaction, though by no means as severe. Politics again came uppermost and backfires of criticism of Wilson and his policies everywhere began to set. While the President was saying in Europe...Lodge was declaring before the Senate...and Senator Hiram Johnson was asking Americans to take counsel of their fears, preserve their isolation and leave the nations of Europe to their own devices. It was thus that Wilson's idea of "Humanity First," this vision of America as a great servant of the world, began to be superseded by the new slogan, "America First!"

President Wilson himself clearly perceived the difficulties which would confront him at Paris. He knew but too well the problems of the torn and bleeding world, the hatred, the bitterness, the greed, that had come up out of the World War.

So the historic struggle at Paris began. It appears, at first sight, complicated and difficult to understanding; but, as a matter of fact, in its main issues and conclusion it was exceedingly simple.

If the United States, represented by President Wilson, had not been at the council table, the conference would have settled down quickly to the methods of the old secret bargaining diplomacy: the nations would have conducted the conference as the French suggested before the war was fairly ended—upon the precedents of the Congresses of Vienna of 1815, Paris of 1856, and Berlin of 1878. Each nation had already agreed, in secret treaties concluded earlier in the war, on what it was to have. The victory over the Central Empires was complete, and the business of dividing the rich spoils of the war and of punishing Germany would have been swiftly accomplished. But America was there; Wilson was there, with many new ideas of a peace of justice and of a method

to prevent wars from arising in the future. These ideas, moreover, had been agreed at the armistice, and this was disconcerting to the European powers.

There were three acts with appropriate settings in this drama. The first represented the old diplomacy; it was laid in the ancient and solemn French Foreign Office on Quai d'Orsay. Here, behind double doors and soundproof walls, were held all the early meetings of the conference—the Council of Ten, the Council of Five. Here were exhibited especially at those plenary sessions which were designed to impress the public of the world without really informing it, all the trappings and ceremonials of the old diplomacy. Here were floods of decorative talk that meant little or nothing; here in the small sessions were assumptions of mystery and secrecy, while all the essential facts were leaking out through every crack and cranny. It was in this atmosphere, foul with intrigue, that a large part of the territorial, economic and military settlements of the peace were made.

History appropriately stages her great events. If the setting of the old was on the Quai d'Orsay, the new was in a twentieth century office, on the third floor of the Hotel Crillon. Here, at a long table in Colonel House's rooms (E.M. House was Wilson's confidante), with little ceremony or secrecy, were held the meetings of the League of Nations Commission. Here was framed the covenant which stands at the head of the treaty and represents the American contribution to the settlement.

So the drama played itself during the first half of the conference, from January until April, growing daily more intense, more bitter, and leading swiftly to the inevitable crisis. The world outside was slipping every week into a deeper morass of anarchy and chaos; starvation was spreading over half of Europe, and nearly a score of millions of fires of war, left over from the great one, still burned fiercely. It was a veritable race between peace and anarchy.

In April the inevitable crisis came; and with it the setting inevitably changed. Neither the old nor the new would yield; neither Clemenceau nor Wilson would budge. Both these leaders believed they were in the right. And yet, peace had to be made and made at once.

The third and last act was staged in the quiet study of President Wilson on the top story of the Place des Etats Unis. Here four men, mostly old and worried, met day after day for weeks, to settle the fate of the world. One of them, Clemenceau, had been shot through the body by a would-be assassin, and sometimes in the middle of the four (he) coughed violently. Another of them, the President, lay ill for much of the time in the adjacent bedroom.

But if the setting had changed, the motif of the drama was exactly the same—the same struggle between Old and New—between Clemenceau and Wilson. The central issue was then exactly what it continues to be today—the issue of French security. For over four years now the history of the world has revolved around French fear and French ambition, exactly as the life of a family sometimes centers around the doings of a single hysterical member of it. There have been other important issues—that of reparations for example, and territorial, economic and other problems—but the core of the situation has been French security.

The Americans and the British in desperation sought finally to meet the problem of French fear by a special Anglo-American compact to protect France in case of emergency until the League of Nations should be actively functioning. If America had gone forward and ratified this special Anglo-American compact and had whole-heartedly joined the League—and by virtue of that action had taken a place on the World Court and on the Reparations Commission—the present chaos in Europe might have been prevented. It is now, the peace and good order of civilization are being pounded to death by the wild obsession of one nation and the vacillation of two others.

So the struggle raged there in the quiet study of the President of the United States. At one time the conference was near a complete break-up—the President considered the withdrawal of the United States and even ordered the George Washington to sail from the United States to take home the American delegation. But the French of all things desired least to see allied unity broken; and besides, peace had somehow, on some terms, to be made.

The third act of the peace drama, therefore, contained not only the crisis but the swift settlements and compromises which followed it. Wilson had to accept certain terms in the treaty that he did not like and did not want and that have proved themselves to be bad. But Clemenceau also had to accept certain diminutions of French claims and a League of Nations which the French did not fully approve.

Such, then, became the famous Treaty of Versailles. What else was to be expected where the purposes behind the leaders were so different—where there was no real or solid agreement of public opinion in the world? It was a compromise between the two. It satisfied in its terms many of the demands of the Old Diplomacy—for territory, for security, for crushing reparations, essentially modified and toned down indeed by American proposals, or by the protests of British liberals—but on the other hand, it contained the great central item of the New Diplomacy, for which Wilson chiefly fought—the Covenant of the League of Nations—somewhat weakened by the French opposition.

The choice of mankind since the Treaty of Versailles is not a whit different from what it was before; a nation may dwell upon all the bitterness of this treaty and demand the execution, to the last comma, of all of the injustice wrapped up in certain of its terms. Some nations there are—France, for example—that are now pursuing this course and, unless arrested, will lead the way to new and more dreadful war. Or a nation may seize upon the constructive and forward-looking aspects of it with determination to use them to the uttermost, and lead the way to peace. No nation is yet, unfortunately, doing this whole-heartedly. The nation best fitted to do it, America, has so far rejected its opportunity of world leadership, has considered its interests, its fears, and its rights, rather than its duties and responsibilities.

We are willing to give excellent—and cheap—advice to Europe; we are willing to contribute a little of our substance in spare change philanthropy to help feed the starving; but when it comes to taking hold sincerely of the great mean problem of world order, our vacillation does not much differ from cowardice. We preach to bankrupt Europe that it must reform its finances, and at the same time demand that Europe pay us to the last penny of the \$11,000,000,000 she owes us. Furthermore, to prevent her paying us in the only way she can, by the shipment of goods, we set up a tariff wall sky high so that our own industries may not be injured. At the same time that we scold the European nations for their economic greed, we are sending our traders and exploiters throughout the world, seizing raw material, and "grabbing" concessions.

President Wilson expressed the soul of America at its noblest and truest. His principles were true when he uttered them; they are still true. There can be no peace or justice in the world without a return to them and an honest attempt to apply them.

I hope you have all read this article. Now I ask you to go back and reread it again, only this time as an allegory about the state of our hobby in 1989. I think you find its truths apply just as much today as they did in January, 1924, when this article was originally published in Current History. Ray Stannard Baker, the director of the American delegation press bureau at the Paris peace conference, was a recognized authority on the Versailles Treaty and the League of Nations. He wrote an authorized biography of Woodrow Wilson.

REDUCTIO AD ABSURDUM: TOTAL WAR

THE USE OF COLORING BOOK ART TO ILLUSTRATE THE FIRST WORLD WAR MAY SEEM ABSURD BUT THEN SO WAS THE FIRST WORLD WAR. ILLUSTRATIONS ARE FROM PETER E. COPELAND'S WORLD WAR I UNIFORMS. QUOTATIONS (IN ORATOR TYPE, SUCH AS THIS) ARE FROM DICTIONARY OF MILITARY AND NAVAL QUOTATIONS BY ROBERT D. HEINL, JR. CAPTIONS (IN ELITE TYPE) ARE FROM GWYN DWYER'S WAR.

IF THE IRON DICE ROLLS, MAY GOD HELP US.
THEOBALD VON BETHMANN-HOLLWEG;
TO THE GERMAN REICHSTAG, AS
FOREIGN MINISTER, 1 AUGUST 1914.

THE LAMPS ARE GOING OUT ALL OVER EUROPE;
WE SHALL NOT SEE THEM LIT AGAIN IN OUR
LIFETIME.
SIR EDWARD GREY: ON THE EVENING OF
4 AUGUST 1914, AS WAR WITH GERMANY
DREW NEAR.

...THE STRUGGLE THAT WILL DECIDE THE
COURSE OF HISTORY FOR THE NEXT HUNDRED
YEARS.
HELMUTH VON MOLTKE ("THE
YOUNGER"): LETTER TO FIELD MARSHAL
CONRAD VON HOTZENDORFF, 5 AUGUST,
1914.

At first there will be increased slaughter—increased slaughter on so terrible a scale as to render it impossible to get troops to push the battle to a decisive issue. They will try to, thinking that they are fighting under the old conditions, and they will learn such a lesson that they will abandon the attempt forever. Then...we shall have...a long period of continually increasing strain upon the resources of the combatants...Even they will be entrenched in the next war.

J.S. Bloch, 1897

We listen for an eternity to the iron sledgehammers beating on our trench. Percussion at time fuses. 105's, 150's, 210's—all the calibers. Amid this tempest of ruin we instantly recognize the shell that is coming to bury us. As soon as we pick out this dismal howl we look at each other in agony. All curled and shriveled up we crouch under the very weight of its breath. Our helmets clang together, we stagger about like drunks. The beams tremble, a cloud of choking smoke fills the dugouts, the candles go out.

Verdun, 1916

Whatever happens, we have got
The Maxim gun, and they have not.



Officer, Chasseurs à Pied, French Army, 1917. This officer wears the horizon-blue uniform adopted in 1915. His helmet, coat, trousers and puttees are all of horizon-blue. Insignia and buttons are of the same color as the coat to lessen visibility in combat. His shoes are of black leather; his belts and pistol holster are dark brown leather. His buckles are of dull bronze. The artillery piece in the background is a French "75," the most famous field piece in the war. It is pale gray.

FOR ALL WE HAVE AND ARE,
FOR ALL OUR CHILDREN'S FATE,
STAND UP AND TAKE THE WAR,
THE HUN IS AT THE GATE!
RUDYARD KIPLING: FOR ALL WE HAVE
AND ARE, 1914.

THE WAR THAT WILL END WAR.
H.G. WELLS: TITLE OF BOOK, 1914.

THE GREAT WAR AND THE PETTY PEACE.
H.G. WELLS: OUTLINE OF HISTORY, XL,
1920.

THE IMMEDIATE OBJECT OF FIGHTING IS TO
KILL AND TO GO ON KILLING, UNTIL THERE IS
NOTHING LEFT TO KILL.
STATEMENT BY UNIDENTIFIED FRENCH
OFFICER, 1914.

...THE MISERY OF THE SOAKING TRENCHES.
JOHN MASEFIELD, AUGUST 1914.

IN WINTER TRENCHES, COWED AND GLUM,
WITH CRUMPS AND LICE AND LACK OF RUM,
HE PUT A BULLET THROUGH HIS BRAIN,
NO ONE SPOKE OF HIM AGAIN.
SIEGFRIED SASOON: PRAY GOD, 1918.

YOU CANNOT SEE THE ENEMY; BUT YOU KNOW
HE IS THERE AND THAT IT IS WISER TO KEEP YOUR
HEAD DOWN.
LAWRENCE DURELL: BALTHAZAR, 1, 3,
1958.

It's such hell when you're in the front line, especially in the wintertime. It was terrible in the winter. The summertime was not so bad, but you know, it was bad enough; but wintertime was awful. It was no place for a human being to be, really.

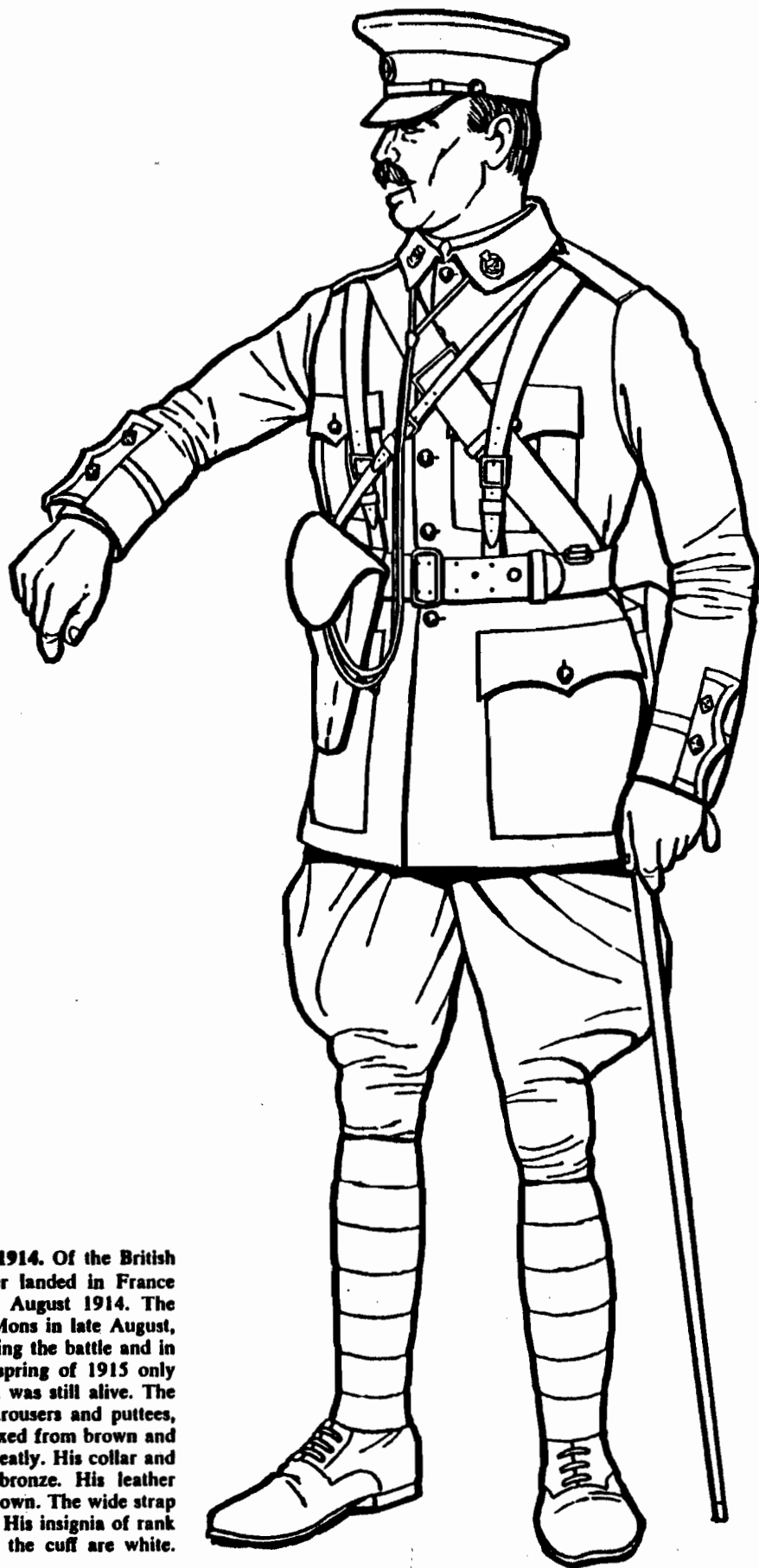
Canadian veteran

Constantly having your feet in this gruelling muck caused a complaint which became known as "trench foot." There were dozens of amputation cases in the regiment.

British veteran

Rats bother you; rats eat you if you get wounded, and nobody can look after you. It was a dirty lousy place to live with all the corruption that is known to mankind.

British veteran



Lieutenant, British Infantry, 1914. Of the British Expeditionary Force, this officer landed in France with Field Marshall French in August 1914. The B.E.F. fought at the Battle of Mons in late August, sustaining terrible casualties during the battle and in the subsequent retreat. By the spring of 1915 only a fraction of the original B.E.F. was still alive. The lieutenant wears a cap, jacket, trousers and puttees, or leggings, of khaki, a color mixed from brown and green. Shades of khaki varied greatly. His collar and cap insignia and buttons are bronze. His leather equipment and shoes are dark brown. The wide strap supporting his haversack is buff. His insignia of rank on his cuff and the edgings of the cuff are white.

IT IS A FEARFUL THING TO LEAD THIS GREAT
PEACEFUL PEOPLE INTO WAR...WE SHALL
FIGHT FOR THE THINGS WE HAVE ALWAYS CARRIED
NEAREST OUR HEARTS---FOR DEMOCRACY, FOR
THE RIGHT OF THOSE WHO SUBMIT TO AUTHORITY
TO HAVE A VOICE IN THEIR OWN GOVERNMENTS,
FOR THE RIGHTS AND LIBERTIES OF SMALL NATIONS,
FOR A UNIVERSAL DOMINION OF RIGHT BY SUCH
A CONCERT OF FREE PEOPLES AS SHALL BRING
PEACE AND SAFETY TO ALL NATIONS AND MAKE
THE WORLD ITSELF AT LAST FREE.

WOODROW WILSON: WAR MESSAGE TO
CONGRESS, 2 APRIL 1917.

...AND WE WON'T COME BACK TILL IT'S OVER,
OVER THERE.

GEORGE M. COHAN: SONG, OVER
THERE, 1917.

...A STRAIGHT DUEL BETWEEN LAND-POWER AND
SEA-POWER.

H. J. MACKINDER: DEMOCRATIC
IDEALS AND REALITY, 1919 (REFERRING TO
WORLD WAR I).

THE WAR TO END WARS HAS RESULTED IN A
PEACE TO END PEACE.

ATTRIBUTED TO KAISER WILHELM II: ON
BEING APPRISED OF THE TERMS OF THE
TREATY OF VERSAILLES, JUNE 1919.

...the ruddy clouds of brick-dust hang over the shelled villages by day and by night the eastern horizon roars and bubbles with light. And everywhere in these desolate places I see the faces and figures of enslaved men, the marching columns pearl-hued with chalky dust on the sweat of their heavy drab clothes; the files of carrying parties laden and staggering in the flickering moonlight of gunfire; the "waves" of assaulting troops lying silent and pale on the tapelines of the jumping-off places...

I crouch with them while the steel glacier rushing by just overhead scrapes away every syllable, every fragment of a message bawled in my ear...I go forward with them...up and down across ground like a huge ruined honeycomb, and my wave melts away, and the second wave comes up, and also melts away, and then the third wave merges into the ruins of the first and second, and after a while the fourth blunders into the remnants of the others, and we begin to run forward to catch up with the barrage, gasping and sweating, in bunches, anyhow, every bit of the months of drill and rehearsal forgotten.

We come to wire that is uncut, and beyond we see grey coal-scuttle helmets bobbing about...and the loud cracking of machine-guns changes as to a screeching of steam being blown off by a hundred engines, and soon no one is left standing. An hour later our guns are "back on the first objective," and the brigade, with all its hopes and beliefs, has found its grave on those northern slopes of the Somme battlefield.

Henry Williamson



German Infantryman, 1914. The soldiers of the Kaiser had adopted a field gray (medium gray-green) in 1910 to replace the gaudy blue-and-red parade uniform of the 19th century. The spiked helmet, seen here covered with a field-gray cloth cover with regimental number painted on the front, is of black leather, as are his hobnailed boots and bayonet scabbard. The edgings on the shoulder straps and cuffs are red. The blanket wrapped around his field pack is brown. The grenade is of gray metal with a wooden handle. His buttons are of brass.

NOBODY WANTED WAR...THE NATIONS
BACKED THEIR MACHINES OVER THE PRECIPICE.
LLOYD GEORGE, 1863-1945.

NAPOLEON HAS SAID IT WAS RARE TO FIND
GENERALS WILLING TO FIGHT BATTLES. THE CURSE
OF WORLD WAR I WAS THAT SO FEW COULD DO
ANYTHING ELSE.

T.E. LAWRENCE: SCIENCE OF GUERRILLA
WARFARE, 1929.

...A WAR OF MASSES OF MEN HURLING
MASSES OF SHELLS AT EACH OTHER.
WINSTON CHURCHILL: 3 SEPTEMBER 1940.

THE FIRST WORLD WAR HAD CAUSES BUT NO
OBJECTIVES.
CORRELLI BARNETT: THE SWORDBEARERS,
I, 1963.

...A PRETTY MECHANICAL TOY.
LORD KITCHENER: AFTER OBSERVING
BRITISH TANK TESTS, 1915.

THE TANK MARKS AS GREAT A REVOLUTION IN
LAND WARFARE AS AN ARMORED STEAMSHIP
WOULD HAVE MARKED HAD IT APPEARED
AMONG THE TOILSOME TRIEMES OF ACTIUM.
SIR IAN HAMILTON: THE SOUL AND BODY
OF AN ARMY, XII, 1921.

THE TANK WAS THE BEGINNING OF THE BULLET-
PROOF ARMY.
WINSTON CHURCHILL: THE WORLD CRISIS,
II, 1923.

THEY SHALL NOT PASS. (ON NE PASSE PAS.)
HENRI PETAIN: TO GENERAL
DE CASTELNAU, AT VERDUN, 26 FEBRUARY
1916 (THIS REMARK BECAME THE
WATCH-WORD OF THE DEFENDERS OF
VERDUN.)

Panic spread like an electric current, passing from man to man along the trench. As the churning tracks reared overhead the bravest men clambered above ground to launch suicidal counter-attacks, hurling grenades onto the tanks' roofs or shooting and stabbing at any vision slit within reach. They were shot down or crushed, while others threw up their hands in terrified surrender or bolted down the communication trenches towards the second line.

German infantryman's first encounter with a tank, 1916



British Infantryman, 1916. In 1915 the English "Tommies" were issued steel helmets, as were the French. This infantryman carries a Lewis light machine gun in addition to his rifle. His helmet has a light brown cloth cover. His jacket, trousers and puttees are of khaki. His web equipment (belts, haversack, cartridge pouches) is light brown or tan. His shoes are of black leather. The machine gun is pale gray, with a wooden stock. The tank behind him was known as "Big Willie" or "Mother," and was pale gray with light brown treads.

VERDUM HAS BECOME A BATTLE OF MADNESS
INSIDE A VOLCANO.
STATEMENT BY A FRENCH OFFICER, 1916.

THE AIRSHIP WILL REVOLUTIONIZE WARFARE,
ALEXANDER GRAHAM BELL: LETTER, 1909.

IT (THE AIRPLANE) WILL BE A FACTOR IN WAR.
WILBUR WRIGHT: INTERVIEW, ST. LOUIS,
MARCH 1906.

THE NATION THAT SECURES CONTROL OF THE AIR
WILL ULTIMATELY CONTROL THE WORLD.
ALEXANDER GRAHAM BELL: LETTER, 1909.

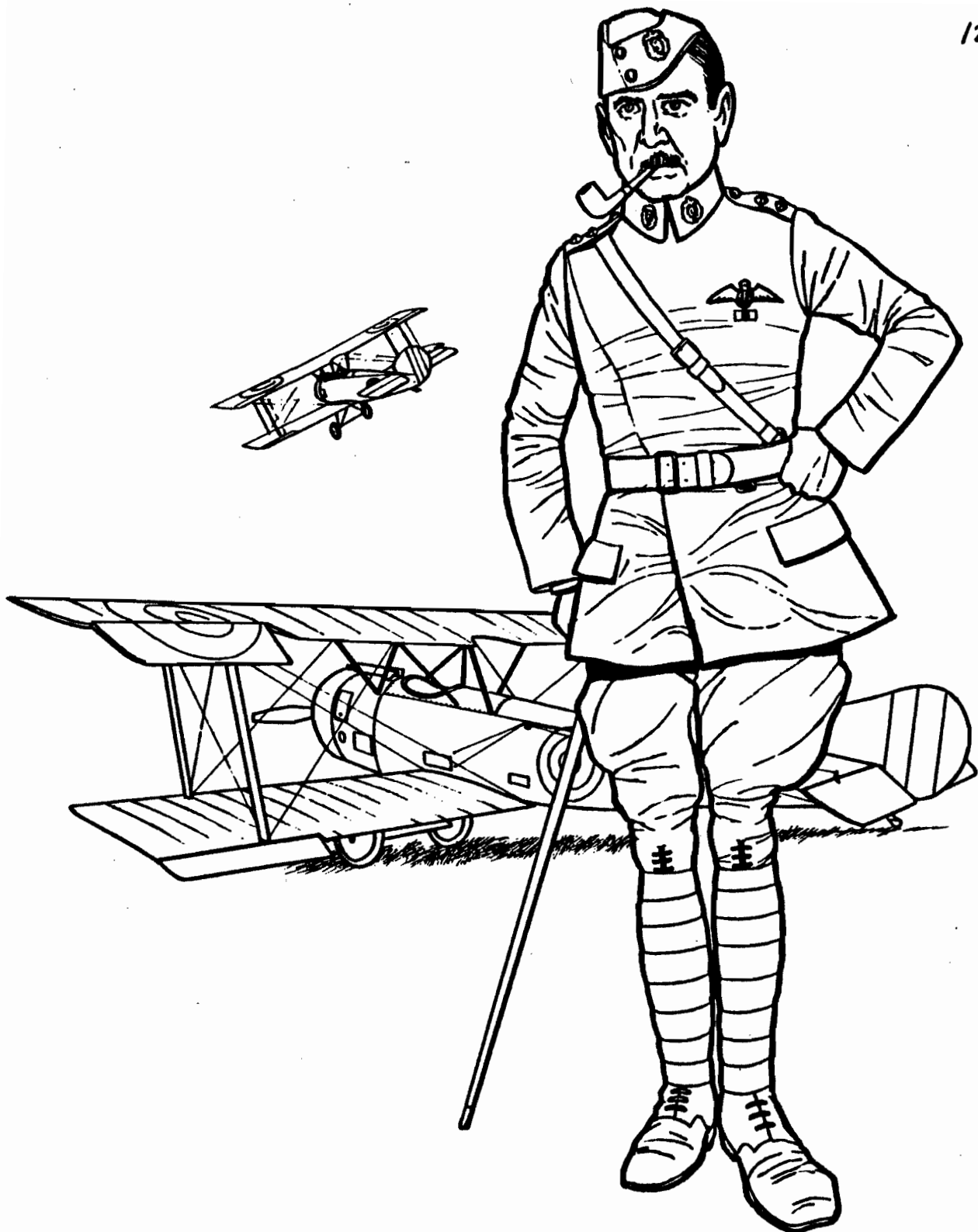
IN ORDER TO ASSURE AN ADEQUATE NATIONAL
DEFENSE, IT IS NECESSARY---AND SUFFICIENT---
TO BE IN A POSITION IN CASE OF WAR TO CON-
QUER THE COMMAND OF THE AIR.
GIULIO DOUHET: THE COMMAND OF
THE AIR, 1921.

TO CONQUER THE COMMAND OF THE AIR MEANS
VICTORY: TO BE BEATEN IN THE AIR MEANS
DEFEAT.
GIULIO DOUHET: IBID.

Well, the first job I had after a total of twelve hours in so-called duo and solo was as a night pilot, anti-zeppelin. I was asked by the adjutant if I could fly in the dark. I said I didn't know—I couldn't fly in the daylight, maybe it was easier in the dark. The first night I was there the commanding officer of the station went up on duty and killed himself before he'd got a hundred yards beyond the end flare, so that was my introduction to the game.

And then after a flight or two I was sent to start Hornchurch air station as a night-flying anti-zeppelin station. I landed there and the aerodrome consisted of a large field full of sheep, an infuriated farmer, and a still more infuriated dog. So when we'd cleared off the sheep and I'd appeased the farmer and been billeted on him, I formed a flight there which contained amongst others Leefe Robinson—and when I was away on a four-day leave doing something much more dangerous, which was getting married, he went up and bagged the first zeppelin.

Sir Arthur Harris, later air marshal and head of the RAF Bomber Command, 1942-1945



Flight Lieutenant, Royal Flying Corps, 1917. This English pilot of the corps (later the Royal Air Force) wears the so-called "maternity jacket" that was their distinctive item of dress. His cap, jacket, breeches and puttees are of khaki. The insignia on his cap, collar and shoulder straps are of bronze. His pilot's wings are white as is the ribbon worn below the wings. His belts and shoes are of dark brown leather. His belt has brass buckles. Both airplanes shown, a Sopwith "Pup" in flight and a Sopwith Type 9400 on the ground, are colored the same: buff bodies and tails, rudder striped (front to rear) blue, white and red, silver-gray noses, khaki wings, insignia roundels (inner to outer rings) red, white and blue.

WITH A BULLET THROUGH HIS HEAD, HE FELL
FROM AN ALTITUDE OF 9,000 FEET---A BEAUTIFUL DEATH.
MANFRED VON RICHTHOFEN: LETTER
TELLING OF THE DEATH OF COUNT VON HOLCK
ON 1 MAY 1916, OVER VERDUN.

BOMBARDMENT FROM THE AIR IS LEGITIMATE
ONLY WHEN DIRECTED AT A MILITARY OBJECTIVE,
THE DESTRUCTION OF WHICH COULD CONSTITUTE
A DISTINCT MILITARY DISADVANTAGE TO THE
BELLIGERENT.
HAGUE CONVENTION OF JURISTS, 1923.

A PEOPLE WHO ARE BOMBED TODAY AS THEY
WERE BOMBED YESTERDAY, AND WHO KNOW
THAT THEY WILL BE BOMBED AGAIN TOMORROW
AND SEE NO END TO THEIR MARTYRDOM, ARE
BOUND TO CALL FOR PEACE AT LENGTH.
GIULIO DOUHET: COMMAND OF THE AIR,
1922.

THE ENTHUSIASM FOR BABY-KILLING UNDER THE
NICER NAME OF "STRATEGIC BOMBING" IS ALL
THERE IS TO THE ARGUMENT FOR A SEPARATE AIR FORCE.
HOFFMAN NICKERSON: ARMS AND
POLICY, X, 1945.

---THAT'S GOOD SPORT, BUT FOR THE ARMY THE
AIRPLANE IS OF NO USE.
FERDINAND FOCH: REMARK AT THE
1910 CIRCUIT DE 'EST.

The idea was to equip from twelve to twenty Zeppelins and drill their crews to function as a coordinated task force. Each ship would carry about 300 fire bombs. They would attack simultaneously at night. Hence as many as six thousand bombs would be rained upon (London) at once...When asked for my technical opinion, morality aside, I agreed it was definitely workable.

Capt. Ernst Lehman, German army zeppelin service

We who strike the enemy where his heart beats have been slandered as "baby-killers" and "murderers of women."...What we do is repugnant to us too, but necessary. Very necessary. Nowadays there is no such animal as a non-combatant; modern warfare is total warfare. A soldier cannot function at the front without the factory worker, the farmer, and all the other providers behind him. You and I, Mother, have discussed this subject, and I know you understand what I say. My men are brave and honourable. Their cause is holy, so how can they sin while doing their duty? If what we do is frightful, then may frightfulness be Germany's salvation.

Letter from Capt. Peter Strasser, head of the German navy's airship division.



Pilot Lieutenant, German Air Force, 1918. The uniform of this fighter pilot consists of field-gray cap, jacket and breeches. His puttees are brown. The band of his cap has white edging at the top and the chin strap and visor are of black leather. His shoulder straps are edged in white. The medal at his throat is pale blue and the ribbon below it is black and white. The pilot's badge on the left side of his jacket is white and the cross above it has a white border. His shoes are dark brown leather. The aircraft, Fokker D-7 fighting scouts, are painted various bright colors. The tails are all white and the undersides of the wings are pale blue. The machine guns and tires are black.

WORLD WAR ONE GAMES: DOWN FROM UPSTAIRS

Herb Barents

I finally got all my WWI games down from upstairs.

There were a number of air warfare games. All of these different and all of these outsold any of the land battle games that ever appeared. They were FIGHT IN THE SKIES, that later became DAWN PATROL; which was likely the first one ever made. Then there was FLYING CIRCUS from SPI. That was followed by RICHTOFEN'S WAR from Avalon Hill; which has just recently gone or is going out of print. There was WINGS, and now KNIGHTS OF THE AIR; and they all cover the entire fronts, although mainly the western front from 1916-1918. There is also the Nova Ace of Aces series of books, as well, and these are quite nicely done game books.

On the water there is certainly not much at all. There is JUTLAND which covered the Battle of Jutland, as well as a couple of smaller battles. Just about a year ago LINE OF BATTLE from Simulations Canada came out. That one covers almost all the larger naval engagements of the battles of that period. JUTLAND has gone out of print whereas LINE OF BATTLE will be in print for some time to come.

In the abstract games, there is TRENCHFOOT from GDW. This dealt with the man to man combat in the trenches, one person attacked your trench and you defended it. Then there was SOLDIERS, small action from all over, taken from the early part of the war, because of no trenches and fluid movement, SOLDIERS was likely one of the best games put out by SPI. They did a great job on that game and if you ever get a chance, buy this game.

There have been a number of games on the entire war or parts of it; like the entire front in 1914; such as the game by that name (1914) by Avalon Hill. 1914 covered the first few weeks of the war until the trenches were built. If you can break through and stop the building of the trenches you are doing good. It was later modified by SPI with the 1914 Expansion set; which made the game much more playable; and the TANNENBURG game which could be played together with this 1914 expansion and revision kit to create both major fronts of WWI. Then there is the FIRST WORLD WAR from SPI. This had 45 square feet of maps, on a very small level covering the entire war all the way around. A big game that would have taken weeks to play and for a person that was only studying the Great War, THE WAR TO END WARS is 3W's entry into the entire war market, but this game was designed at the corps and army levels. This game covers both the eastern and western fronts, as well as Italy. Each turn is about three months, you have production and well as a shorter set of rules. The better game on the same subject matter is WWI from SPI. About the same scale and same time frame, WWI has a better design, although not all the features of the 3W game. This game sold amazingly well and was very well accepted. Likely the best treatment of this subject was by Rand Game Assoc. and the Morningside gaming project, called THE GREAT WAR. A large map with area movement, covering the naval as well as the land battles; this was a very interesting game and well worth everything you had to pay for it. In fact many of the other large scale WWI games got a lot of information from this game design. Then there is the GUNS OF AUGUST game, once again from Avalon Hill. This is another very good treatment of the entire war on the corps and divisional levels. This one is sort of inbetween all the game scales that we have discussed before. It is sort of a monster game that can be played in about 10-15 hours.

Finally we can get to the games that cover various battles or campaigns of the times. SPI was by far and away the leader in this field. BELLEAU WOOD, designed by Roger Nord, was one of the best WWI games ever made, and the only one on that subject, where the USA's troops were first tried in battle. A fast moving, but lot of fun game; where the entire map is used more than just once; BELLEAU WOOD was a very interesting game, and a lot of fun to play. It suffered from being a WWI game from a small company called Historical Alternatives. From People's War Games there is THE COSSACKS ARE COMING, dealing with the Tannenberg campaign of 1914. This is a very complex study of this period and it is very well done, but it is a monster game on this one campaign. Still it's worth it and if you see it, buy it. It will only take about 30 hours to play this game, but after spending a mere 3 hours getting the rules down it will be a breeze. Then there is the game from The Conflict Game Co. called VERDUN. This game was printed three times by the Conflict Game Co., and then GDW bought the game, and put out its own version of the game as well. The original sold very well and I strongly suggest you pick it up, as it was a John Hill game design. The GDW version of this battle was a better historical treatment of the subject matter, but did not sell all that well; and to tell you the truth I could not find my copy of that game from my collection. Again from Rand and the Morningside game project comes a game calaled CAMBRAI. This was the first major tank battle. It was a very well received game, although you could only get this particular game as part of a subscription package from many years ago. It was a very nicely done game as well. Then from Rick Spence were his many WWI game designs. He had a small game company called Paper War Games, and the best of the lot, or at least the best presented by him, was GALLIPOLI. This covered the 1915 campaign and it is a very good game on that subject. In fact the game sold out in about six months or so. It featured a naval game as well as all the land battles. This was his biggest and best game. But there was also KAISERSCHLACHT, the campaign of 1918 on the western front, and it was also a very good game. It was also one of his first, being published in 1977 or thereabouts. He also did a TANNENBURG game as well, and it was similar to his other games. It came out in the years when bagged games were the rage, and a little company could sell a couple of thousand copies of a game.

Now let's look at SPI as they put out quite a number of games, although their WWI games were really not all that good; nor did they ever really do that well. They would take a game system and then work it to death. TANNENBURG was very well received after it appeared in S&T. In fact it became a boxed game: it sold that well. Two hundred counters, a nice map that had the fog of war in it, made for a hit. Then they came out with four more games on the same period, using the same system: SERBIA/GALICIA, VON HINDENBURG IN POLAND, THE BRUSILOV OFFENSIVE, and CAPORETTO, 1917. This game suffered from the fact that it was all on the eastern front or Italy, and dealt with battles people knew or cared very little about. Also the rules system did not help. THE MARNE was one of the first WWI games that SPI did, and likely one of their worst. This game covered both the battles of the Marne. Well, what can I say? This game was a real dog. After I played it a couple of times, there was nothing to bring you back to it at all. It just wasn't very well done at all. Then, after that fiasco, came what was likely the best game SPI ever did on a WWI subject, 1918. This one covered the Somme Campaign of 1918, right where the French and British forces joined. This game is a real gem. Had they used some of this game's ideas in the Great War quad it would have helped. This game was very good because it was based on solid game design principles. It still holds up very well, even today with all the other designs that are out. If you see a copy of 1918, and you have the interest; pick it up, as it is certainly a must buy. It can be played very quickly, four hours or so, and the tide keeps turning—just a good gaming situation in general.

That pretty well covers all the WWI games since 1968. I don't think there were too many before that, nor many that I have missed as I tried to collect all I could on this war.

WORLD WAR ONE GAMES: PASS IN REVIEW

Jeff Breidenstein

Can you qualitatively evaluate a vast number of games of different types each dealing with a different subject? That was the challenge I put forth to some of the contributors to this issue. I told them to rate each game's merits in two areas: value as a game and use as a historical learning tool using a 1 (low) to 5 (high) scale, awarding rosettes for any especially bad or good games they came across. Here's one response.

Larry Peery

1914 (Avalon Hill), game now out-of-print)

Covers the Burgundy-Picardy area. The game dealt with brigade-level combat in the first year of the war. One of Avalon Hill's first wargames.

Value as a Game: 3

Use as a Historical Learning Tool: 2

Rosette: Gray (For the rosette ((best to worst)), I used red, yellow, white, gray, and black (where I know about the game)).

RICHTHOFEN'S WAR (Avalon Hill, \$16, still available)

Covers the air war from 1916-1918 in the Burgundy-Picardy area. A campaign-game is included.

Value as a Game: 4

Use as a Historical Learning Tool: 4

Rosette: Red (covers the era extremely well).

KNIGHT'S OF THE AIR (Avalon Hill, \$35, available)

Also covers the air war from 1916 to 1918 in the Burgundy-Picardy area. Somewhat more realistic than RICHTHOFEN'S WAR, but fewer aircraft types and no campaign-game included.

Value as a Game: 4

Use as a Historical Learning Tool: 4

Rosette: Black (too expensive!)

PAX BRITANNIA (Avalon Hill, \$18, available)

Covers the colonial period prior to the Great War. I personally have no other info on this game.

GUNS OF AUGUST (Avalon Hill, \$16, available)

Covers the Burgundy-Picardy area. Covers the entire war in division-sized units. An excellent simulation of the era.

Value as a Game: 5

Use as a Historical Learning Tool: 5

Rosette: Red

JUTLAND (Avalon Hill, \$16, still available)

Covers the Helgoland Bight-North Sea area. Includes the Battle of Dogger Bank as well. A good treatment of the Battle.

Value as a Game: 4

Use as a Historical Learning Tool: 5

Rosette: Yellow

WORLD WAR I (SPI. Now out-of-print)

Covered most of the Diplomacy map. Division-level.

FIRST WORLD WAR (SPI. Now out-of-print)

Also covered most of the Diplomacy map. Brigade-level?

FLYING CIRCUS (SPI. Now out-of-print)

Covered the Burgundy (and Picardy?) area. Very poor game of the area. RICHTHOFEN'S WAR was far superior.

Value as a Game: 2

Use as a Historical Learning Tool: 3

Rosette: Black

DREADNOUGHT (SPI. Now out-of-print)

Specifically Helgoland Bight-North Sea, but conceivably any sea space. Covered WWI & WWII naval combat, including both Jutland & Dogger Bank. A good game, but BATTLEWAGON & JUTLAND were much better.

Value as a Game: 3

Use as a Historical Learning Tool: 2

Rosette: White

1918 (SPI. Now out-of-print)

Covered the Burgundy area. A good treatment of the last German offensive. Brigade-sized units.

Value as a Game: 4

Use as a Historical Learning Tool: 4

Rosette: Yellow

TANNENBURG (SPI. Now out-of-print)

No information available, so unless someone else has some I'd ignore it.

SOLDIERS (SPI. Now out-of-print)

Covered the Burgundy-Picardy area. An excellent game of ground combat prior to "trench-warfare."

Value as a Game: 5

Use as a Historical Learning Tool: 5

Rosette: Red

FLIGHT OF THE GLOBEN (SPI. Now out-of-print)

Covered West Mediterranean-Aegean-Eastern Mediterranean. No information available.

RED SUN RISING (SPI. Now out-of-print)

The Tsushima game could conceivably cover Bothnia-Baltic-Denmark-North-English-Mid as the Russian fleet sailed from St.Petersburg to Port Arthur. Covered the Russo-Japanese War of 1905. No information available.

TO THE GREEN FIELDS BEYOND (SPI. Now out-of-print)

Covered the Cambrai area (Burgundy). No other information available.

MARNE (SPI. Now out-of-print)

Covered the Burgundy area. No other info available.

PATROL (SPI. Now out-of-print)

Covered the Burgundy-Picardy area. Man-to-man combat during WWI. No other information available.

BLUE MAX (GDW, \$12?, availability unknown)

Covered the Burgundy-Picardy area. A very simplistic game; RICHTHOFEN'S WAR is much better. No other info.

TRENCHFOOT (GDW, \$12?, availability unknown)

Also covered the Burgundy-Picardy area. A similar concept to PATROL; which was a somewhat better game.

Value as a Game: 3

Use as a Historical Learning Tool: 3

Rosette: White

PORT ARTHUR/TSUSHIMA (GDW, now out-of-print)

Again, the Tsushima game could conceivably cover Bothnia-Baltic-Denmark-North-English Channel-Mid Atlantic as the Russian fleet sailed from St.Petersburg to Port Arthur. Covered the Russo-Japanese War of 1905. No other info.

WINGS (Yaquinto, out-of-print)

Covered the Burgundy-Picardy area. The best game of WWI aerial combat, despite its high (\$35) price. Unfortunately, it is now out-of-print.

Value as a Game: 5

Use as a Historical Learning Tool: 5

Rosette: Red (an excellent game!)

FIGHT FOR THE SKIES (TSR, game now out-of-print)

Again, covered the Burgundy-Picardy area. Although not as good as WINGS, this game (revised and re-released as DAWN PATROL) still offered a good coverage of WWI aerial combat.

Value as a Game: 4

Use as a Historical Learning Tool: 5

Rosette: Red

WAR TO END WARS (World Wide Wargames, now out-of-print)

Covered the Burgundy-Picardy area. Division-level combat. No other info.

ACES HIGH (World Wide Wargames, \$15? Still available)

Again, the Burgundy-Picardy area. Supposedly very good, but no other info available.

BATTLEWAGON (Task Force Games, \$12, still available)

Specifically the Helgoland Bight-North Sea, but conceivably any sea space. Covered WWI and WWII naval combat, including both Jutland and Dogger Bank. A very good game after its revision.

Value as a Game: 5

Use as a Learning Tool: 5

Rosette: Red

THE COSSACK'S ARE COMING (Task Force Games, \$16, still available)

Covering the Tannenberg campaign (Ukraine-Warsaw area). No other information available.

FIRE WHEN READY (Metagaming, game now out-of-print)

Covered Tsushima, among others. A terrible game, with glaring inaccuracies in both technical and historical information.

Value as a Game: 0

Use as a Historical Learning Tool: 1

Rosette: Black

BELLEAU WOOD (Historical Concepts, game now out-of-print)

Burgundy (the last great offensive of the war). No other info available.

SCHUTZIRUPPE (Flying Buffalo, game now out-of-print)

WWI in German East Africa. No other info available.

VERDUN (Conflict Game Co., game now out-of-print)

I'd ignore VERDUN, as it's out-of-print and I know nothing about it.

Plans for this summer's DIPCON XXII, here in San Diego, are proceeding nicely. I have checked out some 40 different site candidates and narrowed it down to a final six. Now we're doing some hardball negotiations to get the best possible prices. See the enclosed flyer and pre-registration form for more information. I can't emphasize how important it is that you pre-register if you plan to attend this summer's event. It will make it a lot easier on me to plan a good con if I know how many people I have to accommodate. I've also put together a press kit for the hobby's pubbers which contains some info, and a poster suitable for display in your local game or toy store. If you'd like one, let me know. Remember, that it's your support and participation that will make DIPCON XXII a success.

WORLD WAR I GAMES: APPLES AND ORANGES, KUMQUATS AND KIWIS

Larry Peery

One of the challenges in being DW's publisher and editor is trying to get it together. Frankly, I'm not a get-it-together type, but sometimes you have to try. With this series I hoped for one good "reviews of games dealing with WWI" article. Instead, I got offers for four. Three of them, in one form or another, appear in this issue. The fourth is hinted at below. For me, as editor, the challenge was in remembering and finding the book(s) Frank refers to. I know I have similar books, but I'm not sure if they are the same ones he mentions. Who knows, perhaps there are actually two such sets. Anyway, if you come along to this year's DIPCON you may be able to help resolve this mystery. On the other hand, if you don't, you may regret it.

So, let me quote from Frank Cunliffe's letter of 9 June, 1988:

"The task of compiling such a list is great, and it will be easy for the compiler to overlook some games. Fortunately there already exist publications "Jeff Pimper's All the World's Wargames 1953-1977" and "Pimper's All the World's Wargames 1978-1982" which make the compiler's task easier. I can also check current catalogs to see what games are still in print. The problem is that I will overlook games published after 1982 that have already gone out of print.

"Jeff Pimper's 'All the World's Wargames 1953-1977' lists 53 titles that I believe to be relevant. This includes 6 titles on the Russo-Japanese War of 1905, 1 title on the US-Mexican Conflict, and one title on the Russian Civil War. There are also 5 games which deal with subjects whose time periods cover more than just World War One. For example, DREADNOUGHT, which covers naval battles between 1905 and 1945. I also know of two games dealing with World War I which are not in "Pimper's." I have not yet examined the 1978-1982 list or current catalogues, but it is clear that there will be roughly 100 such games.

"I intend to organize this list by subject matter, for instance "Europe," "Western Front," "Tactical Air," "Naval," "Russo-Japanese War," "Ottoman Empire," etc.

"I would also like to give a brief description of each game that I am familiar with (But I fear that the number of games I am unfamiliar with would detract from the list). "

"A second category of games you might wish to review is multiplayer. For example, I talked with Frank several weeks ago and he is still working on this project. I got the feeling he was intimidated by the fact that the sheer number of games overwhelms reviewers.

In the meantime, I keep wondering about that book, or books, he refers to. I know I have, out in that infamous "draughty, old garage" Conrad von Metzke referred to, several books that consist of board game reviews, published under, of all things, the Playboy, imprimatur. I know, in fact, that there were two such books. The problem is, I don't know if they are the same two books Frank's writing about. So, whether we have two books, or four, we have some good sources of information about wargames in print.

I also happen to have many of the games that are mentioned in these various articles and, who knows, perhaps we can pry a few of them out of the Archives and actually play them this coming summer.

Let's see, there's 3W's game of LAWRENCE OF ARABIA and OJCS's game of LAWRENCE OF PEERLJAVO, and ...well, you get the idea.

TALKS BREAK DOWN

Thomas N. Kane

I can find local people who should not be trusted more easily than I can obtain postage, which means I usually play DIPLOMACY face-to-face and get my intrigue-by-mail from other sources. Last Christmas, I received an expensive game which I did not want, so I began writing to people who trade in used games, hoping to exchange it for something else. All the people I wrote to sent lists of things they wanted to SELL. Two of them agreed to consider trades. One of those actually wrote back when I proposed a swap. I eventually traded with this one, sending my unopened game in return for used copies of a wargame called RUSSIAN CAMPAIGN and another entitled NEVER CALL RETREAT.

The day UPS should have delivered my games was Memorial Day, so, like Hitler's, my invasion of Russia started late, and also like Hitler's, it finally occurred in June. When I opened the box, I found NEVER CALL RETREAT unopened and unplayed. But apparently, whoever used to own RUSSIAN CAMPAIGN liked it. (S)he had carefully sorted the pieces, and although the board was clean and undamaged, little ropes of wrinkles ran along its fold lines. Why did this person, who obviously played many matches, decide to sell the game to a trader for a price cheap enough so that it could be profitably re-traded for half of something worth about twenty dollars when new and at a retailer?

As well as the things I expected, the RUSSIAN CAMPAIGN set also included a bulging book (which I hoped I would not have to memorize before playing). It turned out to be a pad of forms for playing by mail. The first piece had been torn out, but then replaced. Another book also lay between the leaves of the folding gameboard. Its cover depicted the same pouting Germans who appear on the cover and on the rulebook. Actually it was another rulebook. The same rulebook. I looked to see if one contained errata or revisions, but they were identical. Whoever used to own RUSSIAN CAMPAIGN not only had one copy, but the rulebook for another. Probably, this other rulebook once belonged to whoever that person almost played by mail with.

Two people somewhere planned to play RUSSIAN CAMPAIGN by mail, but never did. Obviously, this game's owner fought with his or her opponent — and not over Russia. Since one side never moved, obviously whoever went first won immediately, capturing Moscow, Leningrad, Sevastapol, Stalingrad, Archangel and the place with all the 'V's, 'K's and 'S's. Obviously, the Russian player decided to rid himself of the incriminating rulebook, but could not sell the rules without a game. No — surely the players placed bets on their game, and now Russia needs money — fast. So, the whole thing came to me.

Who says DIPLOMACY makes you suspect things?

THE NATURAL

THOMAS N. KANE

I recently introduced a new person to Diplomacy at my college. Her mother escaped to the West over the Berlin Wall, but I did not realize how appropriate she was for our game until I overheard her talking about a course in education. The class was learning a method of teaching social studies which involved role-playing countries. She chuckled and said, "They called it 'conflict resolution,' and it's supposed to teach you about peace and how to settle things by making agreements instead of fighting and stuff. But I was a sneaky little country. I signed treaties to do everything for everybody and ripped them all off."

There was no escape for her then.

MAIL ORDER SOURCES FOR GAMES AND BOOKS

Let's face it, if you don't live in a major city, an affluent suburb, or in a top university town centre; the chances are that you don't have access to a first class game or book store. You have three choices: do without, drive a hundred miles (or more) to a nearby outlet, or mail order. I suggest you invest a bit of effort in developing an on-going relationship with a good mail order outlet, particularly if you are young and in a mobile state. A high school student off for college, or overseas military duty, or any young professional on the make; will find a good mail order game and book source a real lifesaver, especially if you are going to school in Moscow (Idaho), stationed in Gary Coughlan's favorite city (Reykjavik, Iceland), or are spending your time on Mt. Hagen in Papua/New Guinea instructing the natives in the difference between a cutlass and a crosier.

Some game companies, such as Avalon Hill, maintain mail order services for their customers. There are also independent mail order outlets that carry many different games and magazines for postal delivery. The RECON CO.: Military Hobbies, P.O. Box 4201, Clifton, NJ, 07012 (201-365-1469) and Games By Mail, in Canada, offer extensive mail order services. Even some local game stores offer mail order catalogues and services such as GAME TOWNE, 3954 Harney St., San Diego, CA 92110, 619-291-1666. Stores often carry, or will try to find, out of print and hard to find, items. You'd be surprised how far a local game outlet will go to keep in touch with a loyal customer, even if their overseas.

There are a lot of mail order outlets for books, etc. but dealing with one that specializes in the kind of books you are interested in pays off in the long run. The U.S. Naval Institute offers its members their own publications, and those of other publishers, at a substantial discount. And their service is excellent. Inquire to USNI, 2062 Generals Highway, Annapolis, MD 21401. Sidney Kramer Books, 11910-U Parklawn Dr., Rockville, MD 20852, also offers mail order service for a wide range of books of interest to Diplomacy players. Once again, you'll find a loyal customer begets a loyal supplier.

WORLD WAR ONE (Published by SPI, designed by James F. Dunnigan.)

Reviewed by Thomas F. Kane

This game covers the whole land war in Europe. DIPLOMACY players will find the board familiar, since World War One simulates the military/economic side of the DIPLOMACY era. This game is currently sold in a 9" by 6" folder, for five dollars, by TSR's Mail Order Hobby Shop (Box 756, Lake Geneva, WI, 53147). Each side moves armies on a hexagon grid, and then may attack adjacent enemies. Players must also manage the economics of warfare, allocating "Combat Resource Points" to various efforts. The game includes many restrictions and special cases which modify these simple rules, and one is tempted to ignore them at first. Actually, these rules all have sound historical justifications, but they have not been explained in the rulebook. The game offers a Historical scenario, which forces both sides to extricate themselves from the initial blunders of the war, and a Free Deployment game, where players can invent new ways to begin. Many games degenerate into strategy-less stalemates, but for this era, that is realistic. When World War One can be so completely covered at this size and price, gamers should shudder at the expense and complexity of comparable games about World War Two.

Ratings: As a game: 3. As a historical simulation: 4 (would be a 5 if the rules included more background explanation).

WORLD WAR ONE: THREE GENERATIONS LATER, STILL REMEMBERED

Although it ended some seventy years ago, World War I is still a favorite subject for historical writers as the following list of some of the best recent books on the subject show. # indicates an imported work.

FIGHTING TROOPS OF THE AUSTRO-HUNGARIAN ARMY 1868-1914

James Lucas

This oversized book, the result of more than 10 years of research, revives in print and picture the splendor of the infantry, cavalry, and artillery units of the Hapsburg Empire, from the period of the great reform to the outbreak of WWI.

There are 54 color plates, many contemporary photographs, short histories of each regiment and informative sections on arms and equipment, uniforms, badges and insignia etc.

Hippocrene Books 1987 224 pp., \$50.00

#THE BATTLE BOOK OF YPRES

A Reference to Military Options

Beatrix Brice

This reprint of the 1927 original comprises a chronological account of the fighting in Ypres Salient in WWI. It also provides an alphabetical reference to the events in and around each hamlet, village, or wood; and an index of formations and units. New material in this edition includes an annotated bibliography and previously unpublished photographs.

St. Martin's Press 1988 288 pp., \$29.95

LAWRENCE OF ARABIA

The Authorized Biography of T.E. Lawrence

Jeremy Wilson

At last, the long-awaited publication of this full-scale, illustrated biography. Mr. Wilson has had access to many documents and photographs never before available. His book goes far toward unravelling the mystery which still surrounds this celebrated yet-misunderstood military genius.

Atheneum 1989 356 pp., \$21.95

#REVOLT IN THE DESERT

T.E. Lawrence

Lawrence of Arabia's own streamlined abridgement of SEVEN PILLARS OF WISDOM; in a handsome paper edition.

David & Charles 1927/1986 326 pp., \$13.95

#ALLENBY'S WAR

The Palestine-Arabian Campaigns 1916-1918

David L. Bullock

Here is the color and romance: cavalry, infantry, aircraft, armored cars, and camel-borne tribesmen—in this joint Allied-Arab venture. More than 100 photographs and 20 maps, present the campaigns, weapons and uniforms and an authentic portrait of war in this harsh terrain.

Blandford 1988 160 pp., \$24.95

1914

The First Months of Fighting

Lyn Macdonald

Based almost entirely on the accounts of eyewitnesses and survivors, told in their own words, and on newly-available or little-known material, the author weaves together

an engrossing and moving picture of what it was like to fight in the British Army in 1914 — the relentless marches, the punishing shellfire, the hardships of deprivations — as well as the unexpected moments of light relief that made life bearable. All these are graphically described and set within a solid military and historical framework. Atheneum 1988 448 pp., \$24.95

#THE WAR OF INVENTION

Scientific Developments, 1914-1918

Guy Hartcup

...an important study of a relatively neglected aspect of the Great War...gives us a fascinating and thoroughly researched account of how the belligerent nations mobilized science and technology and applied them to the waging of the first "total war" of the modern technological age.

Brassey's 1988 226 pp., \$43.00

#GALLIPOLI

Pens, Pencils & Cameras at War

Peter H. Liddle

Drawn from the author's Personal Experience Archives, these photos, diaries, letters and cartoons give us a profoundly human and immediate experience of the campaign. Virtually all the material appears in print for the first time.

Brassey's 1985 163 pp., \$20.75

THE GREAT WAR IN AFRICA

Byron Farwell

The African campaigns were called "sideshows," but they are fascinating — fought with spears and airplanes, machine guns and pangas. A colorful, anecdotal narrative of a war full of eccentrics, by a superb historian and writer.

Norton 1986 382 pp., \$18.95

THE KILLING GROUND

The British Army, the Western Front & the Emergence of Warfare, 1900-1918

Tim Travers

From an extensive range of unpublished memoirs, letters, and War Office files, Travers provides new interpretations of British Army's strategy used in the First World War, including Britain's unexpectedly early withdrawal from the War in March 1918.

Unwin Hyman 1987 304 pp., \$34.95

SOME DESPERATE GLORY

The World War I Diary of a British Officer

Edwin Campion Vaughan

A major new literary discovery among the memoirs of the First World War...among the most brilliant and harrowing documents of that devastating period.

Touchstone 1989 256 pp., paper \$8.95

#CHRONOLOGY OF THE GREAT WAR

Major-General Lord Edward Gleichen

A day-by-day and theater-by-theater, fully cross-reference record of the complex events of 1914-1918. Originally published in three volumes and produced under the auspices of the Ministry of Information, with Lord Gleichen, former Director of the Intelligence Bureau, as editor-in-chief. Includes the original and extensive indices to events, places, and participants. All theaters of operations are covered: Western, Eastern and Southern Fronts, Asiatic and Egyptian theaters, naval and overseas operations, and the political arena. The editors consulted German-language sources, to avoid an excessive British bias in their presentation of events.

Greenhill Books 1988 816pp., \$43.95

PASSCHENDAELE

The Tragic Victory of 1917

Philip Warner

Warner skillfully brings together all the elements of "the battle of the mud", including the mutinous state of the French army, the generals' determination to continue operation despite the appalling conditions, and the courage of the soldiers in the face of unacceptable odds.

Macmillan 1988 272 pp., \$21.95

A RIFLEMAN WENT TO WAR

A Portrait of an American Warrior

H. W. McBride

This is not a dry history of troop movements and staff deliberations but the story of combat marksmanship in the "Great War" — the use of the machine gun, pistol and sniper rifle in battle. McBride's work is a treasury of the timeless techniques and methods of the professional infantryman.

Lancer Militaria 1987 (1935) 398 pp., \$19.95

THE EMMA GEES

H. W. McBride

Machine guns became the dominant weapon during WWI with the gunners both inflicting and taking massive casualties. Here McBride tells "the rest of the story" — a personal and detailed account of his service with the Machine Gun (MGs or Emma Gees) section of his battalion.

Lancer Militaria 1988 (1918) 218 pp., \$18.95

THE PATH OF GLORY

THOMAS N. KANE

In issue 51, Larry Peery asked for readers' opinions on Paul Kennedy's THE RISE AND FALL OF GREAT POWERS. Here is mine.

Before dealing with the deep implications of THE RISE AND FALL OF GREAT POWERS, note that it is an ideal sourcebook for Diplomacy players, providing both background and notes on strategy. Kennedy goes on from history to find a common theme in the Great Powers' careers. Each of them began as a dynamic new power, expanded to influence great empire and eventually found it needed huge military forces to protect its gains. The last step heralded disaster. Armies drain the economy, and as a nation becomes poorer it cannot afford its weapons, so military states build themselves into disarmament. These facts lead Mr. Kennedy to the conclusion that the Superpowers today are following the same pattern — and that excited people enough to make his book a bestseller.

Every Diplomacy player knows what happens when one nation swells and tries to dominate too much of the map. The other countries always crush it. Thucydides enunciated the same thesis of ascent and decline in his "Peloponnesian Wars," written around 400 B.C. and the recent history of the United States is common knowledge. So why is anyone surprised by Mr. Kennedy's conclusions? Apparently, Americans just refuse to conceive of the country as an ordinary nation, which, as this book points out, is a hallmark of doom societies. The most shocking thing about Kennedy's book is that it shocks people.

DEAD HEROES, ABSENTEE GENERALS: PASSCHENDAELE (written by Philip Warner, published by Atheneum: 259 pp., \$24.95)

Reviewed by Jack Reber

This book would make a lousy movie.

It's the story of a World War I battle which claimed a half-million casualties, the four-month struggle to take Passchendaele, a Belgian village that was nothing more than a pile of sticks when the fighting finally ended.

There were heroes by the thousands, but none Hollywood would accept. Can you picture Rambo, gunbelt-deep in mud, counting his day a success if he survives, much less advances a few yards?

Sorry, fiction fans, this is a genuine war history, and it differs from the official battle history in that it lays blame on the English generals who shoveled whole divisions into a death trap.

The battle was fought on the fields of Flanders, fields so flat and so close to sea level that only an intricate series of canals and ditches could drain them. The few low hills depended on terracing to keep them from washing away.

The English began their attack with a 3,000-gun bombardment that threw 4 3/4 tons of shells at every yard of the front. And then the rains began.

Can you picture what happened to the carefully engineered drainage system in those fields?

Throughout the four months, the battlefield was ruled by artillery and rain. What scant cover had existed was obliterated, and the landscape was a sea of mud.

Relentlessly, the English commander pushed his troops forward, only to see them thrown back. Glencorse Wood, for instance, changed hands 18 times in four months.

On the allied side alone, 90,000 men were listed as "missing," meaning their bodies were swallowed up by the mud and never recovered.

If the French and British Commonwealth troops, advancing over level ground, were not shot by Germans, they might still fall victim to poison gas or the sicknesses that came with fighting, eating and sleeping in hip-deep mud and water.

Philip Warner blames this madness on English commanders who never visited the front and never had to face the consequences of their orders.

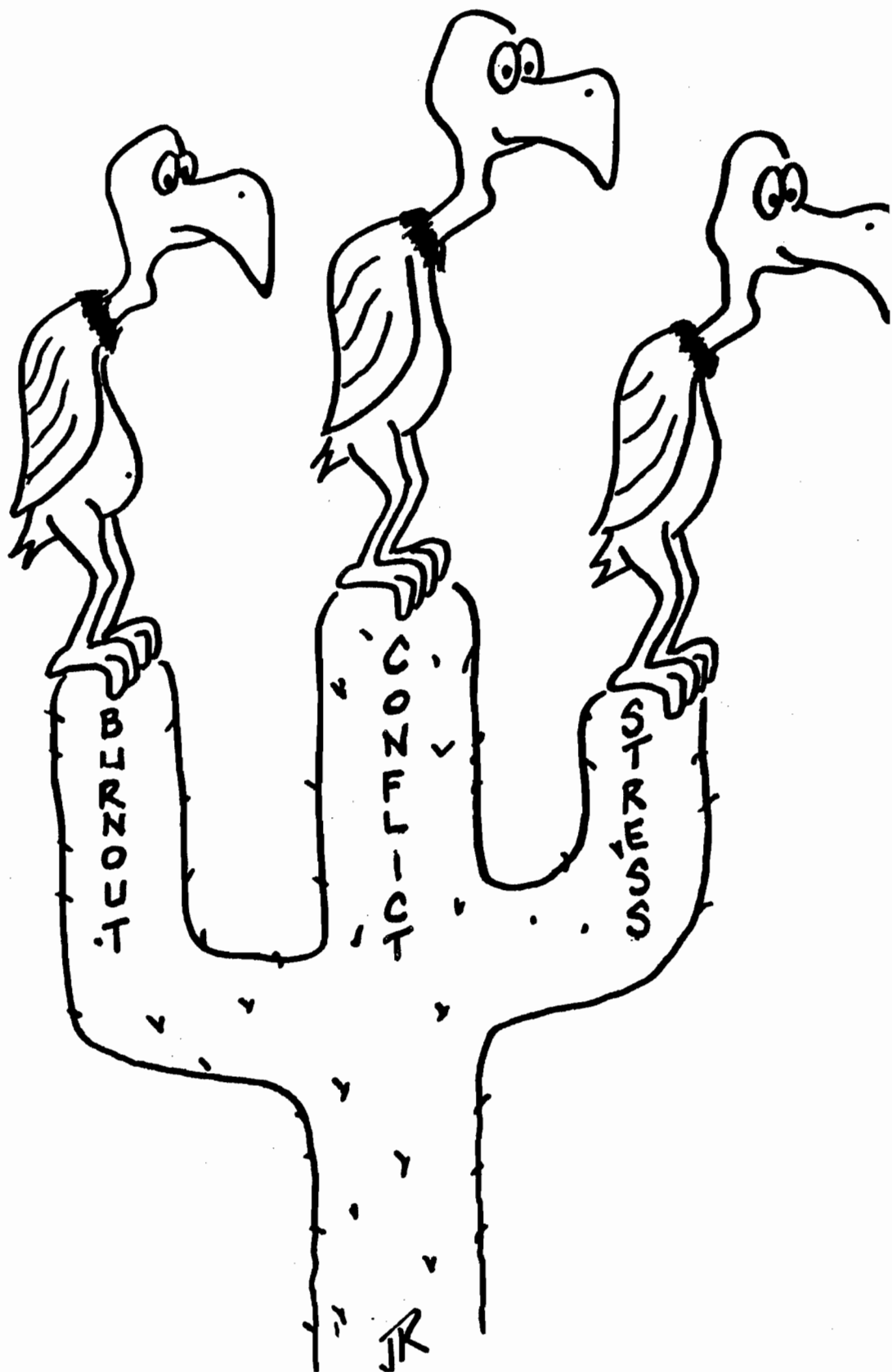
It may be an oversight, or possibly a sign of disrespect, but Warner never properly introduces the English commander in this book. General Douglas Haig is introduced as Haig and his first name and rank are not mentioned.

Haig, according to Warner, was still trying to fight like a cavalryman: charge and charge again and sooner or later the enemy will break.

The German defenders suffered terribly, but they never broke.

Warner reports on a story that made the rounds to the effect that there was a gentlemen's agreement by both sides not to bomb the other's general headquarters.

"The German scores both ways," according to one soldier. "His staff is spared, which is valuable to him. And our staff is spared, which is also valuable to him."



REMEMBERING THE PAST: THE IMPERIAL WAR MUSEUM

Only the British would commission one of their greatest architects to design a mental hospital in one of the loveliest spots in London; make its name, Bedlam, synonymous with all the evil connotations that word denotes, and then turn the property into nothing less than the Imperial War Museum. Talk about recycling! Talk about *deja vu*.

The Imperial War Museum is the National Museum of the history of twentieth century war. Its vast collection comprises hundreds of thousands of objects from aircraft to postage stamps. The collection of British twentieth century art is second

only in size to that of the Tate Gallery and illustrates and records all aspects of the history of those conflicts since August 1914, in which British, Commonwealth and allied forces have been involved.

The Friends of the Imperial War Museum

The Museum has a fine reference library with an outstanding collection of British, French, German and American Unit histories.

In addition to the main building, on Lambeth Road, the Museum also has various out-stations:

HMS Belfast in the Pool of London is the only surviving example of the Royal Navy's modern big gun ships and is a floating Naval Museum.

The Cabinet War Rooms are the underground Headquarters used by Winston Churchill during the Second World War and the Central Map Room and Transatlantic Telephone Room are among those on display.

Duxford in Cambridgeshire displays over 90 aircraft from First World War to Concorde and many naval and military exhibits.

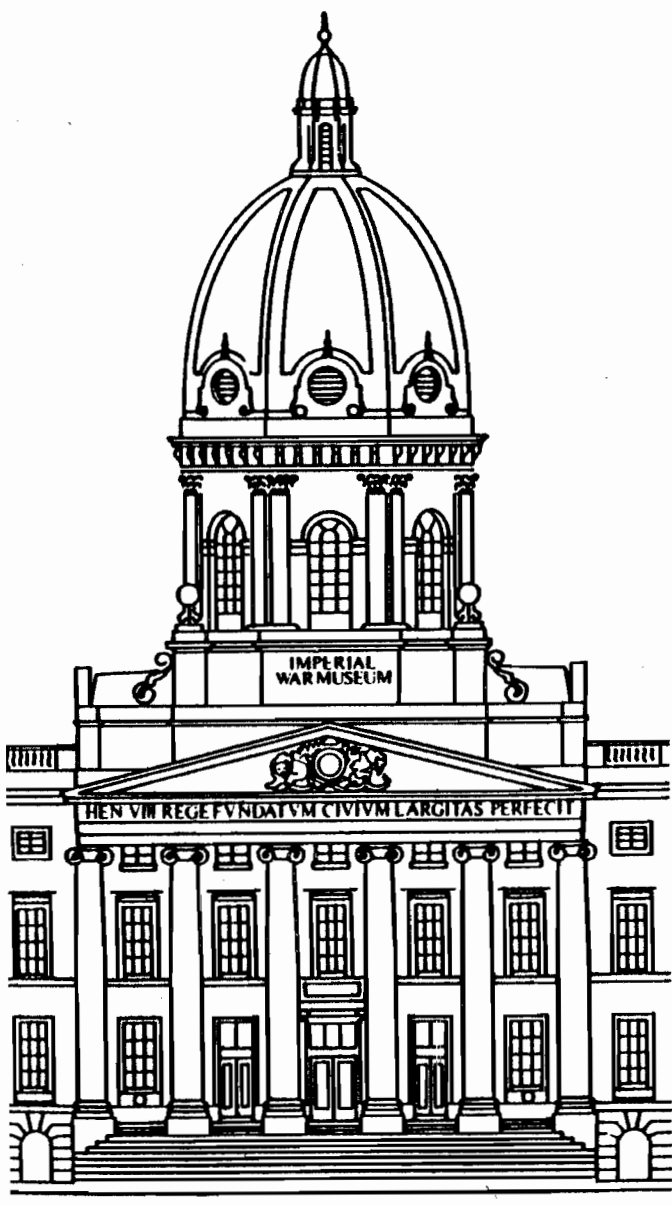
Memberships are available and further information can be had from The Friends of the Imperial War Museum, Lambeth Road, London SE1 6HZ, United Kingdom.

A fleet of British ships of war are the best negotiators in Europe.

Nelson: Letter to Lady Hamilton

influence is founded on 7 specific virtues, namely: truthfulness, precision, calm, good temper, patience, modesty, and loyalty.

Sir Harold Nicolson



THE EMPIRE ON THE NEVA

Alan Levin

My name is Aleksandr Stukayev. Today, I am an old man. My friends feel that I have been embittered by my experiences. Perhaps. As I set my pen to paper however, I am filled not with bitterness, but with a desire to tell my story so that my death will not erase it. In the many years since 1901, the Sultan's troops have strengthened their hold on Europe. Indeed, today they seem invincible. There was a time, however, when independent states, great powers each, battled the armies and fleets of Turkey in a war which decided the fate of Europe. It was a different world then, and I was a part of it.

In the spring of 1901, I was a young officer serving as adjutant to Grand Admiral Ivanov in a wondrous city called St. Petersburg. My life was very pleasant and my position was a singular one. As an adjutant to the Admiral, who was a trusted adviser to the Tsar, I was privileged to witness numerous confidential matters of which many higher ranking officers and officials were ignorant. When the Great Conflagration which engulfed Europe erupted, the representatives of the Tsar were able to conclude a Non-Aggression Pact with the Sultan which contained secret provisions for a Russo-Turkish alliance against the Austro-Hungarians at some future date. This secured the south and left us free to unleash our strength in the north. Our fleet entered the Gulf of Bothnia and our armies travelled to St. Petersburg and Livonia. In the south, in accordance with our agreement with the Turks, our fleet occupied Rumania. By the end of the year, Sweden was ours and we had halted a British landing in Norway by mounting our own assault at the same time. Elsewhere, the British and their French allies struck the unsuspecting Kaiser.

The Turks had matched our growth with their occupation of Greece and Bulgaria. The Austrians, prompted by assurances of peace from the Sultan and the Tsar, had sent their forces into neutral Italy. It was in the spring of 1902 that the Turks presented their request for a combined attack on the Austrians in the fall. The Admiral advised the Tsar to proceed cautiously. In the north, where we had built a fleet on the coast of the Barents Sea and a new army in Warsaw, the Germans were no longer a relevant factor and the Anglo-French troops would soon run head on into our advancing forces. Diplomatic initiatives aimed at separating the two had failed. We had no strength to divert south and our half-hearted participation in a war against Austria would leave us weakened vis-a-vis the Sultan. The Tsar heeded this advice and informed the Turks that he required more time to position himself for such a venture. The Turks took this news without comment. Their spring campaigns were to occupy Albania while garrisoning Greece and Bulgaria and putting a fleet into the Ionian. Austria continued its consumption of Italy and the troops of the belligerent English and French secured Munich and Kiel while our forces entered Berlin and advanced into the Baltic. In the Fall, with war inevitable, we managed to seize Norway and defended our newly acquired territory in Berlin. The Turks occupied Tunis and the Austrians sought further assurances of good intent from Russia and Turkey.

The Tsar, while contemplating military construction and deployment late in 1902, decided that 1903 would be a year of decision. He ordered the formation of an army in Sevastopol and another in Warsaw. The goal of the southern army would be to take part in the partition of the Austrian Empire in the coming year. The Turks were delighted and the Sultan's representatives presented a new plan of attack which even the Admiral admired for its tactical brilliance. The destruction of the Austrians seemed assured. We were, however, laying the seeds of our own destruction. In the spring, in the face of continued joint belligerency by the diplomatic representatives of the British and

French, our northern forces were committed to the fight over Germany and Scandinavia. Meanwhile, in accordance with the plan presented to us by the Turks, the Tsar moved his army from Sevastapol into Rumania and the fleet previously stationed there entered the Black Sea. Our army in Warsaw entered Silesia. A Turkish fleet entered the Ionian supported by the Turkish naval unit stationed in Tunis. The Austrians, masters of Italy, eyed the Turks with trepidation but accepted their explanation of a strike west at which time the abundance of Turkish armies in the Balkans would be convoyed away. The Tsar sought and was granted Austrian permission to transfer our army in Rumania to Silesia by passing through Galicia. This seemingly incredible inability to read the actual Russian and Turkish intentions was due primarily to the Austrian's belief that they had no alternative but to go along with us and hope for the best. When our army marched from Rumania, our fleet returned. The Turks sailed from Tunis into the Tyrrhenian supported by their fleet in the Ionian. In the following season, we struck.

The war in the north ground on inconclusively but we made great headway in the south in league with the Turkish Devil. The French, who had an inclination to lend some assistance to the Austrians as a means of limiting the Russians and Turks were unable to do so. The previous fall, a British fleet bound from Liverpool to the action along the German coasts, stormed Brest instead. Simultaneously, a British army in Holland entered undefended Belgium. The surprise was total and the French were greatly weakened. Thus, we and the Turks rolled through the Austrian positions. At the time, the fact that the Austrians, while refusing to speak with us, conferred with the Turks regularly should have sounded an alarm in St. Petersburg. It did not. Perhaps we were so thrilled with our victory in the south and the British treachery in the north, we did not bother to look closely. Perhaps such subtle inferences were beyond us. I don't know. All I can say is that the significance of this should have been noted but was not. By the spring of 1905, two Austrian armies remained, situated in Trieste and Venice. They were, it seemed, a small obstacle.

That fall, the hammer fell and the head it crushed was ours. Years later, I learned that the Austrians, angered over what they correctly perceived as Russian treachery in Galicia, committed themselves to our destruction. The viewed the Turks, who were simultaneous invaders, merely as opportunists. In truth, however, the Sultan had been the author of the strategy behind the Russian deceit. Thus, with the Austrians appropriately weakened and willing to accept the role of an inferior ally, the Turks turned north and west. As we had expected the French became our willing ally. Unfortunately, the British failed to appreciate what the altered situation in the south signified. Had we been able to divert more of our strength from the north, we might have stopped the Turks. Instead, the British, misled by agents of the Sultan, pressed on. Our French allies, struggling to defend their homeland were of no aid against the British. They were, however, convinced of the Turkish threat. Clearly, they reasoned, if the Turks gain the Mediterranean basin, the Balkans and the better part of Russia, they would be the Masters of Europe. To aid us in our unexpected and desperate fight against the Turks, the built a fleet in Marseilles. Ultimately, it died an ignominious death at the hands of the massive Turkish dreadnoughts. In the end, our mighty fleets and armies were crushed.

Once unleashed, the Turkish behemoth, abetted by British intransigence and Austrian animosity, left us with only St. Petersburg and the surrounding territory, the empire on the Neva. The French situation was similar. Their single remaining army held Paris and little else. The British, professing shock at the Sultan's victory, were forced to settle for Brest, the low countries, Germany and Scandinavia. The sword of Islam held them out of Paris and St. Petersburg. The Sultan's domain stretched from Iberia, included the entire Mediterranean and its adjacent territory and the lands from Switzerland to the Urals including most of the former Austro-Hungarian Empire as well as the greater part of Russia. The Austrians were allowed to keep only Vienna. As the ruler of half of Europe, the Sultan demanded a peace conference. The French, the British and of

course, the Austrians agreed. Only the Tsar refused. Knowing he was beaten and that the future held only the role of a Turkish vassal, he desired an honorable death in battle, leading his troops against the Turk. Instead, a war-weary mob stormed the Winter Palace. My Tsar and Tsarina were executed by a Provisional Government. The Grand Admiral took his own life before the mobs had the opportunity. I, and a few like me, officers and nobles, fled across Siberia as it erupted into barbarism. My friends, my family and my country were dead. I escaped with my life and nothing else. In America, I settled with other refugees and found work as a common laborer. Eventually I founded a new life.

I know that the events of the Great Conflagration are mostly forgotten today. The game of international intrigue now takes place on the stage of the world. My story adds nothing to the published histories. It is, I know, less than eloquent. I only hope it illustrates that the grand machinations of the heads of state have a cost, a human cost, which I have paid.

DW: 54: A SNEAKY PREVIEW

At the moment I have almost no material on hand for the next issue of DW and the deadline for that issue is really only 45 days away since I need material for that issue by March 13th. However, the Lord or you, as His ghostwriters, will provide. I hope.

What I would like to do is take a look at a single Diplomacy Great Power — Russia. That is somethin I've wanted to do for a long time. I think there is more than enough subject matter and material to justify such an issue. Russia's role in the game of Diplomacy: tactically, strategically, and diplomatically. Russia's results in the hobby over the years. Real world Russia at the time of the game. Russia today, in the Gorbachev era, is certainly a fascinating subject worth exploring. There are fine examples of "diplomats" in Russian history. What kind of Diplomacy players would Ivan the Terrible, Peter, Catherine, Elizabeth, Lenin, Stalin, or Gorbachev have made? Now there's an opportunity for some serious type-casting. What kind of variants have been done about Russia? What other possibilities are there. Russia has always been one of my favorite countries in the game. And yet others hate to play it. Why? The list of ideas go on and on. Unfortunately, (perhaps) I don't have the time to write them. What I do have on hand is a monster essay on Russia. And if nobody else writes for this coming issue, I won't hesitate to use it. That alone should be incentive enough to get you to the typewriters and word processors.

By Spring we should have a good idea of what the summer con circuit will look like this year, so if you are planning a Diplomacy event in the next six months or so be sure to let us know so we can mention it in DW. Remember, 1989 is supposed to be a year for discussing Diplomacy conventions and tournaments in the hobby. So let's see some discussion.

And don't forget that we have two important staff vacancies on the DW staff. We need a Ratins Editor to keep us up on the hobby's pecking order among players. We also need a Variants Editor to provide us with variant game material and variant hobby news. And we're also looking for a cartoonist if you have talents in that area. But, as always, we just mostly need good, original material dealing with the game and hobby. And, as you can see from this issue, we're pretty free in our definition of what that includes. If you're interested drop me a line. I've finally finished the Guidelines for DW writers.

DW #53 was the first issue in the magazine's history that was almost entirely written by non-staff members. Frankly, I find that refreshing. Let's keep it up.

A PLAYLIST TO END ALL PLAYLISTS:

MUSIC IN THE AGE OF DIPLOMACY

Larry Peery

The period from about the turn of the century until the end of WWI was a prolific one for the world of music; and no where more so than in the Great Powers of Europe. It was the Age of Romanticism, although Nationalism was still a strong element in individual countries and among some composers.

Opera was the great transnational musical form and the great operatic works of the day were performed in opera houses all over Europe, the New World, and beyond. Great operatic singers like Enrico Caruso, Lotte Lehmann, Giovanni Martinelli, Ernestine Schumann-Heink, John McCormack, Geraldine Farrar, Emma Eames, Marcella Sembrich, and Antonio Scotti sang their way around the world; commanding fees that were unbelievable, especially in the pre-income tax world before WWI.

Musical Nationalism most often found its expression in the symphonic repertory and the Romantic influence was especially strong in England, France, Germany, and Russia. Compositions and orchestras grew and grew in size until they literally outgrew the largest concert halls and opera houses of the day, and concerts had to be held outdoors, in stadiums, or in giant new halls built for them, such as the Royal Albert Hall in London.

But if Nationalist music was growing larger and larger in scope, personal music for small ensembles and soloists was retreating toward a new simplicity, especially among the Romantic composers of France and Spain. A single instrument, or two, and a series of softly evocative tunes played in an almost sexual manner showed that the individual's tastes were not necessarily in step with the big romantic composers of the day.

Often overlooked by musical writers, the military band tradition that dated back to the birth of music continued strong well into the new century. Martial, even militaristic, music was popular in Austria, England, France, Germany, and Russia; and even the Italians filled their operas with marches as in *Aida* and *La Boheme*. Military marches were the "blood and guts" music of the masses, and in time of war, especially victory, new marches always seemed to fill the air on patriotic occasions.

So much for generalities, let's travel around the Diplomacy board and look at the turn of the century musical scene. In most cases I will not suggest specific recordings since most of the works I've mentioned are standards and multiple recordings of most of them are in the catalogue. In general I suggest you buy the best technology you can, recording wise, and, if possible, an orchestra, conductor, and soloist of the nationality of the composer whose work you are listening to.

Austria at the turn of the century was still very much under the sway of the Strauss family. Waltzes like *Tales from the Vienna Woods*, *Roses from the South*, *The Kiss Waltz*, *Blue Danube*, *Vienna Blood*, *Lagoon Waltz*, *Emperor Waltz*, and *Wine, Women, and Song* were the whipped cream on Vienna's musical society's cup of coffee. Little has changed.

England was part of the mainstream of Romantic music, but in a uniquely English sort of way. Vaughan Williams, probably the greatest English composer of modern times, started out writing a lot of nationalistic music such as *In the Fen Country* (1904), *Fantasia on "Greensleeves"* (1912), and *The Lark Ascending* (1914). But by 1910 he was heavily into the symphonic literature with works like the *Sea Symphony* (1910), *A London Symphony* (1913), and other works. Edward Elgar, on the other hand, struggled with the challenge of being a devout Roman Catholic in a country devoted to amoral Victorianism. One of his greatest works, *The Dream of Gerontius*, could be called a Catholic's response to Handel's *Messiah*.

France was the center of turn of the century serious music and much of its importance was due to the fact that it provided a refuge for composers and performers from all over the world. Spanish composers lived, worked, and performed their music in France. Russian dancers, composers, and choreographers performed in France. Paris was the musical center of the world, if not the universe. Composers like Ravel and Debussy wrote things like the Introduction and Allegro, Dances Sacree et Profane, the Suite Bergamasque; all before 1910. Debussy's La Mer (1903), Ravel's Pavane Pour Une Infant Defunte (1911), and Daphnis et Chloe (1912) were typical of their mature work.

Spain produced several excellent composers during this period and all made their way to Paris where they lived and work. Alicia de Larrocha's interpretations of the piano music of Granados, Albeniz, Turina, Soler, and de Falla are among the most sensual music ever written or performed. de Falla's Nights in the Gardens of Spain (1909-1911) is one of the great piano pieces of this century; and his opera El Amor Brujo is one of the most nationalistic and romantic works of its time, 1912-1919.

Germany was recovering, slowly, from Brahms and Wagner, and a new generation of composers battled for Wagner's crown as the king of German operatic nationalism. The war between Wagner and Verdi for the title of king of opera was being waged throughout opera houses around the world, and the public loved it. The audiences and singers loved Verdi. The directors, conductors, and house managers loved Wagner. The critics hated it all. Perhaps the Met in New York had the most interesting solution: it performed lots of Verdi's works, in German! In fact it performed everything in German, even English language works!

Mahler's Symphony #8 (1910) was a Symphony of a Thousand, and it was about as big as one could do in that day. Mahler had his fans and Bruckner had his. But one of the more interesting pieces of the period was the first major work by a new composer Schoenberg's Gurrelieder (1900). It's not typical Schoenberg. In fact if you didn't know he'd written it when you listened to it for the first time, you would never have guessed him as the composer.

Italy was just as preoccupied with opera as Austria was with the waltz. Verdi's heir was Puccini, but then the crown fell into the mud, even as the stream of inspiration genius began to run dry. Still, there was enough there to keep Italian opera houses and singers busy well into this century. And then there was always Hollywood.

Russia was a center of Romanticism, but again in a uniquely Russian style, and great symphonic music was often focused on the ballet. But basically Russian music had plateaued. The great works of the past continued to be performed in magnificent if sterile, fashion; but the talent of the future was going abroad even before the Revolution.

Finland, however, was nurturing a young composer named Jean Sibelius and his Violin Concerto was first performed in 1903. It was, I think, Sibelius who could be truly called Tchaikowsky's successor.

Turkey's role in serious music can, I suppose, best be understood if one listens to or watches an Italian opera, Rossini's An Italian In Algiers. That's the way the Europeans, or at least the Italians, saw the Turks. That view didn't change until Gallipoli.

The Americas were also seriously involved in music, although not so seriously as the Europeans. The Met in New York and other opera houses and recital stages across America brought opera to the masses. Opera recordings were among the first records ever recorded. And they sold. Very well, thank you. But Jazz, both in true and classic forms, was America's unique contribution to music. There is a MHS recording of The Birth of the Rhapsody in Blue: A Recreation of Paul Whiteman's Historic Aeolian Hall Concert of 1924 that I commend to you. Piano rags, as popularized by Scott Joplin, were all the rage for a brief time, and they give a good feel for the unique jingoism of turn of the century of America. Even further south, down Argentine way, the Tango was born in the brothels of Buenos Aires about 1880 and by 1900 had moved into dance halls, and concert halls, all over the world. It also was uniquely New World.

Martial music, as I mentioned, was also popular around the turn of the century and there are any number of recordings available of WWI era military marches, etc.

They make great background music for Diplomacy games and cons. And, if you look carefully you can find them for most of the Great Powers. I brought a recording back from London of The Massed Bands, Pipes, and Corps of Drums of The Queen's Division, Beating Retreat Horse Guards Parade, 1981. There are lots of recordings of French martial music; which dates back to the Napoleonic period. Military Fanfares, Marches and Choruses From the Time of Napoleon (on Nonesuch) and its companion album, Official Recording in Commemoration of the Armistice of 1918 (on MHS), both by the Brass & Percussion Ensembles of Gardiens de la Paix de Paris are good choices. DDG has an album out of Royal Fanfares, done by the Berlin Philharmonic! I also have an imported disc of French military band music played by the Band of the National Guard of the Republic. DDG has an album out called Prussia's Glory, with the Berlin Philharmonic, filled with marches like The Glory of Prussia; The Great Elector's Cavalry March; Fanfare: The Crusaders; Yorck March; Pappenheim March; March: Grenadiers of King Frederick; Koniggratz March; Fehrbellin Cavalry March; Torgau March; St. Petersburg March; Hohenfriedberg March (by Frederick the Great); March: The Entry into Paris; and Old Comrades! Very bombastic and very Germanic! And, of course, there are recordings of Italian operatic marches, old Russian war horses like March Slav, the 1812 Overture, and Sousa's marches.

As you can see, and hear, there is a treasure house of music available from this period. No matter whether you are looking for some quiet background music for reading your Dippy mail, letter writing, or strategy planning sessions; or something livelier and louder to type by; or some rousing background music for a FTF Diplomacy game; you can find it among these selections.

So, add a new dimension to your next Diplomacy event, an audio one.

THE ARCHIVES: Yes, I really am the hobby's official Archivist. Anyone who doubts it can come check out my "draughty, old garage." Besides the 45,000 or so Dippy publications I have on file, the Archives also includes some other esoterica. For instance, did you know I collect flags from states and countries where Diplomacy is played? Two recent additions to our collection were an Australian national flag and a "boxing kangaroo" flag. That went over real big with the America's Cup people here. And, of course, there is the tee shirt collection, which currently numbers well into the scores. My latest addition is a Cambridge University Diplomacy Society tee shirt, although it is really much to nice to be called a tee shirt. Many of these items, by the way, will be on display at DIPCON this year.

VARIANTS: I had one on paper for this issue, ABSTRACTION II by Fred Davis, but I wasn't up to retyping the rules and I'm not sure that map is useable as it is. I've also got an idea for a Diplomacy variant called VERSAILLES PIECE TALKS, based on what happened in Paris in 1919. If anyone is interested in working on that one let me know.

For the latest information on variants send \$5.00 to Fred Davis, 3210K Wheaton Way, Ellicott City, MD 21043 and tell him you want the latest North American Variant Bank Catalog (and additions), and the next couple of issues of BUSHWACKER. You'd be amazed to see what people have done with Calhamer's original idea; not to mention what they've done to it.

SUPERDIPPER

Freely adapted from Superskier by Dave Andersson

W-e-e-ll, they called him Super-Dipper, as they sat drinking in the barroom,
For he swore that he would never take a stab.
When his hour finally came, they had to use three body bags,
To carry all the pieces to the slab.

He had hollered "what the hell!"
as he broke every deal pell-mell,
For he figured he had won the game his way (oh no?).
And he laughed as he quit writing when he had broken all his treaties
Assuming that he'd never have to pay.

He broke into the Ukraine doing 90 miles an hour,
Thinking that his form was looking fair.
And he was feeling good, until out of Moscow he was stood,
And a worried little Dipper left from there.

Half his plan was working, the other half just wasn't,
His fingers dashed off letters like a feather.
He said "If like Nurse Phil I must be, a split personality,
How will I ever keep my deals together?"

He was moving through the Balkans without asking anybody,
When he NMR'd while taking Spain.
His next letters, they were good, but his enemies were better,
Thats the end of Super-Dipper in that game.

As he attacked a friends home centers, he left his rear wide open,
His letters were going faster yet, and free-er.
The Dippers in the dell,
Began to drool like hell.
It's a bird! It's a plane! IT'S SUPER-DIPPER!!...no, it's it's a bird.

Now the moral of my story, tho' my story somewhat gory,
For all you part-time dippers there's still hope.
Just buy the nicest letterhead you can...and talk Diplomacy like a man,
But, don't let your ego get you on the ropes!

war

so he is the teenager
 the police arrested yesterday.
 my wife and I have seen him
 drinking and smoking
 in the park across the street
 from our San Clemente apartment.
 he hangs out with San Clemente teenagers.

my wife said she heard
 the boy moved here with his parents
 a few months ago from the city
 of Los Angeles.

yesterday the boy and his friends
 drove from our small town of San Clemente
 to the small town of San Juan
 7 miles away
 and he levelled a shotgun
 out the front passenger seat window,
 wounded a San Juan boy
 in front of a liquor store,
 shot him in the legs,
 sped away
 and they arrested him later.

but his parents didn't settle
 in San Juan,
 they settled here
 in San Clemente
 7 miles away from San Juan,

so he took the shotgun
 from San Clemente to San Juan,
 levelled it out the window of the car,
 wounding a San Juan boy,
 speeding away.

war is peculiar.

war
 space stations
 diplomat
 by Steve Jackson

space stations

here in the newspaper
 it says that nations are building
 space stations.
 the space stations
 will have compartments for
 cows and sheep,
 corn and cabbages,
 and a water unit
 so people can live in space
 indefinitely.

I can see it.
 my wife and I
 are eating breakfast
 at the table.
 an explosion in the distance.
 I turn on the radio,
 "nuclear war, nuclear war
 has broken out.
 we are not sure who fired
 but many countries are involved,"

so this is it.
 our food and water contaminated
 for 100 years.

"fill the bathtub with water,"
 I tell my wife
 while I lace up
 my running shoes,
 grab a duffel bag
 out of the closet,
 run out the front door
 and up the street
 toward the grocery store.
 the street is jammed
 with cars,
 the grocery store parking lot
 a mass of traffic
 and confused, running people.
 a crowd is pushing
 through the store's entrance door.
 I push in with them.
 no cashiers, no clerks anywhere,
 nearly all the food is gone.
 I scrape some canned meat
 and vegetables into my bag
 and carry it home.

back home the radio
 is still going,
 Leaders of the United States,
 Russia, China, India, Pakistan,

Saudi Arabia and Japan
have all flown
to their space stations,"
the announcer says.
he announces that
our president will be
on the air soon.
from his space station
with cows and sheep,
corn and cabbages
and a water unit,
our president
is going to address us
on the radio.

here he is.
his voice is sincere,
fatherly,
"now I want to tell you
something very important,"
he says, "It is very important
that you do not drink fresh water
or eat fresh food."

tired of thinking about
space stations in the news,
I toss the newspaper on the floor
and look out the window.
I see a bird singing
in a tree
near the window
and beyond the tree
I see a family
picnicking on the grass
in the park.

diplomat

I got a letter from Germany,
a letter from my German friend, Harry,
who was born and raised
in west Germany,
and Harry said,
"a few blocks from my door
there is an American GI barracks
and it is nice to walk by there
and see the GIs laughing
playing volleyball."

that's Harry.
he was born 20 years
after Hitler's death.
when Harry was born
the east and west blocks
had divided his country in half,
stacked missiles and troops
on either side of the wall
and now the east side
can bring out 21,000 tanks
in a few hours
and the west side
can bring out weapons and troops
and Harry has grown up
inside a nuclear sandwich.

but he still writes
his American friend
"it's nice to see
GIs laughing
playing volleyball."

that's my friend, Harry,
a diplomat.

THE BALLAD OF OLLIE NORTH

It was on the eve of combat
 Around July the Fourth
 Some legislative wombat
 Had cornered Ollie North;

They dragged him to a podium
 So callously uncouth
 An act of outrageous odium
 To make him tell the truth;

But did he waiver? Did he
 flinch?
 Of course not---not our Ollie!
 He didn't give a single inch
 To their forensic folly!

He showed us what it really
 means--
 The battlefield so gory--
 And the Colonel of the
 Horse Marines
 Went to his day of glory!

And when they asked him where
 the guns
 And missiles went for ransom
 He never budged from off his
 buns
 By God, did he look handsome!

And when they asked him how
 the funds
 Had trickled to the Contras
 He beamed at those malodorous
 bums
 And mumbled obscene mantras!

And when he saw they doubted
 And that they had the proof
 "Do what you want," he
 shouted,
 "I'll never tell the truth!"

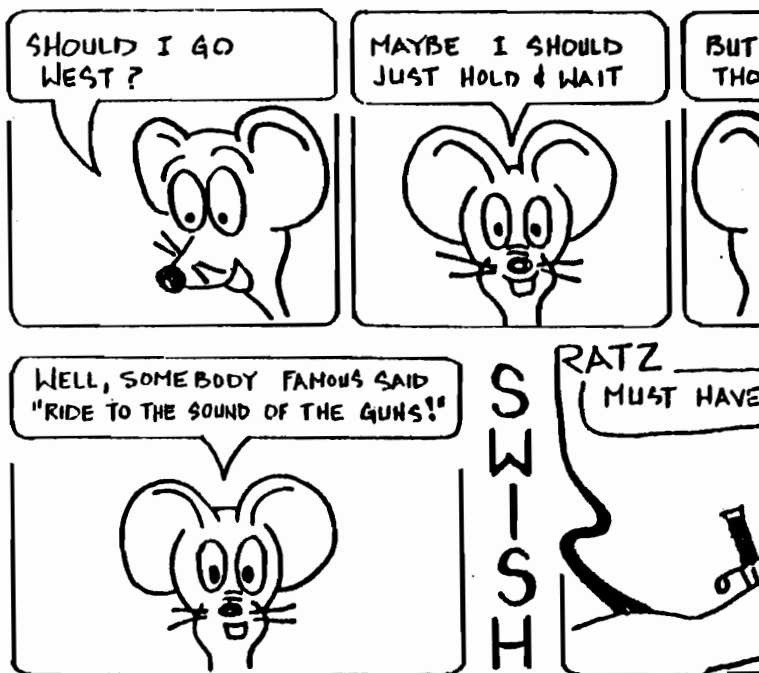
And when they asked him to
 relent
 He gave them no relief
 For he was lying for the
 President!
 He was lying for the Chief!

Young man, pay heed to what
 I say
 About events that have
 transpired
 So that like Ollie North,
 you may
 Be similarly inspired

To take an oath and take
 your place
 And look them in the eye
 With a sincere and honest
 face
 And tell another lie!

And you will get a medal
 And be a hero too---
 You'll wear the crooked
 bayonet
 Upon a field of blue!

Brian T. Kelly



ASK THE HOBBY HISTORIAN: #11

THE RUNESTONE POLL SCANDAL OF 1988

Mark Berch

I'd like to thank those who voted for me in the last election, and with the new three year tenure, which passed in a very close vote, my job will run three years until the end of 2007. I have recently signed contracts to provide Archival services to the BNC and MNC. I've also been hired as the checker for volume 2 of THE BOOK OF DIPLOMACY TRIVIA," as the team which put out volume 1 now realizes that you've got to have an outside view.

The Scandal's title is somewhat of a misnomer. Although it rose from the 1988 Poll, the scandal didn't really hit until early 1989, when an article on it appeared in DIPLOMACY WORLD #53.

Back in those days, the Runestone Poll was run quite differently. Now we simply sent our votes electronically to a central data-bank. Any publisher who wants can simply download the raw data to his own computer, run it through whatever scoring system she or he thinks best, and print the results. Last year, 16 separate tallies were reported, not counting some minor variations. All but four gave the same two zines the first and second place positions, but in some years there's been much more variation.

Back then, however, there was a single "Pollster." The arranged for the distribution of paper ballots, and did the data entry all himself. He selected or created a scoring system, and in the pre-computer era, did the laborious calculations by hand or calculator. He then distributed the "official results," so that there would really only be one winner in each category of the poll. The third such pollster was Bruce Linsey.

In 1988, the deadline was extended for the receipt of votes by several months. One earlier Poll had had its deadline extended by a month, to accomodate the publication schedule of DIPLOMACY WORLD, but that extension itself didn't arouse much comment at the time. However, most of the significant changes introduced by Linsey attracted a good deal of attention, and this was no exception.

Linsey's official explanation was that he wanted to accomodate a significant number of new people entering the hobby in the first half of 1988. Most people either went along with that or were uninterested. A group of critics, however, felt the extension was improper, and assigned various base motives to Linsey for doing it. Linsey rebutted that with his accustomed vigor, but was not especially bothered by the criticism, for neither explanation was remotely true.

Linsey's methodology was as follows. Each day, as the results came in by USPS, he would enter the votes into the computer. Since the program calculating the results had already been written, it was just a matter of pushing a few buttons to calculate the standings so far. But he did something else. He had the computer estimate what the next days results would bring. At first, the predictive model was totally crude: It predicted that the second day would be the same as the first. It wasn't, of course, and the computer observed the difference, and started making adjustments to the model.

As the votes came in by the hundreds, the model had more and more data to work with, and it became more and more accurate. He could then have it making one week, and near the end, three week, forecasts.

Linsey also had very specific ideas as to which zines he wanted to do well - and which ones he wanted to do poorly. He came up with some relative "weights" for those considerations, and then calculated an index, each day, as to how well things were doing. His model would, of course, predict how the index would do the next day, the next week, and over the next three weeks.

So there came a time in the Summer of 1988 that the model predicted that in a week and also in three weeks, the index would be down. That is, the zines he didn't like were predicted to have a rise, the zines that he did like would be falling or some combination of the two. The index had peaked out! That was his signal to finally cut off the ballot. He put out his cover story, which had some plausibility, and he knew his critics would seize on the famed "Linsey Ego" for their explanation. This was just fine. No one would then search for the real reason.

So why did Linsey ever reveal this story? Oh, Linsey had an explanation for that also, and his critics came up with several explanations, each blacker than the other. But I think there was something deeply hidden behind all of that, and perhaps a success of mine some day will unearth it.

(Author's Note: All articles in this series are fiction.)

YOU BE THE GM: PART II

This feature, which appeared on page 40 of issue 52, was designed to solicit your reactions. Unfortunately, I forgot to tell you that. So, if you'd still like to give it your Judge Wopner best, send your comments on to Mark Berch (address on inside front cover) by 4 March, 1989.

NEWS

MASTERS OF DECEIT #4 and ZINE REGISTER #14 DUE OUT SHORTLY. Ken Peel tells me that the fourth edition of MOD, the handbook for novices and others who want to read the latest, original material on all aspects of the game and hobby is about due out. Coming right behind it will be the 14th edition of THE ZINE REGISTER, which is an invaluable reference guide to the hobby's publications and services. You can get a copy both for \$1.50 from Ken Peel, 8708 First Ave., #T-2, Silver Spring, 20910, USA.

CENSUS PUBLISHED. The on-again, off-again, hobby census has been published by Dick Martin and it includes a list of some 800 hobby members from all over North America. Most of them are postal players since the list was compiled from zine mailing lists collected from hobby publishers. I don't know what the exact charge is but \$1.50 ought to cover it. When you're at it throw in another \$1.00 and ask for a copy of the late HOUSE OF LORDS, one of the liveliest hobby discussion forums around. Inquire to Dick and Julie Martin, 17601 Lisa Dr., Rockville, MD, 20851 1319.

INSTABILITY AND THE ROME-ANKARA AXIS

David Hood

Ever wonder why you see so few Italian-Turkish alliances? In all my games I've seen only one PBM game and one FIF game where Italy-Turkey was a meaningful alliance — and in both cases Italy was simply acting as a puppet. If Turkey had wished to take his partner out, in either game, it could have been done with little damage to Turkey's tactical position.

At first glance an Italian-Turkish alliance makes some sense in 1901. After all, the Balkans can be split up between the two very quickly, without the naval jockeying around the Ionian that usually slows things down in the East. Russia can be kept out of Vienna and Budapest quite easily, especially if Italy and Turkey cooperate from the very beginning. Later on, the perennial problem facing Turkish expansion is English or French fleets, which can be dealt with more easily if Italy has been harassing the French coast since 1902. Turkey can also expand north through Russia, and northwest into Germany, with the cooperation of Italian armies. The Italian-Turkish alliance places Eastern forces on the western front very quickly, since the Italians can attack France with about half its units beginning in 1902.

Given all these advantages, why then does Turkey normally look to Russia or Austria for an ally while Italy generally does the same? The "textbook" answer here is that both Italy and Turkey are fleet powers, so they naturally knock heads for control of the seas. Austria, being a land power, is a more workable alliance partner according to this theory. While this view is certainly logical, it does not explain everything. After all, England and France often ally and do little but build fleets in the beginning — and both can be primarily naval powers at the end of the game.

The real reason Italian-Turkish alliances are rare concerns the strategic position of Turkey. As we all know, the yellow hordes have to go the farthest of any of the Great powers in order to get 18 centers. They start out so far away from the stalemate line that it usually takes them forever to cross it. Since the Italian home centers and Tunis are relatively easy for Turkey to get to (by sea) the latter is usually not willing to give them up by allying with Italy herself. Thus, even if Turkey begins the game in alliance with Italy this does not last long because Turkey almost always stabs.

In short, the Italian-Turkish alliance is inherently unstable. Either Turkey stabs, or Italy stabs Turkey in a preemptive strike. The result is that the Italian-Turkish alliance rarely has time to utilize its advantages in breaking into the West quicker than the latter can put up a defense.

The exception to this rule (and the reason I've seen two such Italian-Turkish alliances go the distance to game's end) is when Turkey does not play for a solo win. Contrary to this "winning is the only object of Diplomacy" garbage you hear from some people, there really are some players out there who are perfectly willing to forego the win and shoot for a 2-way draw instead. When such a player is Turkey, then an Italian-Turkish alliance begins to make a lot of sense, given its ability to break into the Atlantic and force the draw much faster than either an Austrian-Turkish or Russian-Turkish alliance. Of course, Italy must also be a player of that stripe or the danger of pre-emptive strikes by the green forces would still be present.

Should the Italian-Turkish alliance be used more than it is now? Probably not. It truly is an inferior one in most cases due to its inherent instability around 1903-

1904. But what about when Austria and Russia have already allied, or Turkey is face with a situation in which both Austria and Russia are irrational weirdos?

Then the prudent Turkish player will approach Italy with an alliance propose that includes explicit mechanism to reduce instability. Turkey should hold itself to two fleets (maybe three if one is in the Black Sea and remains there). Italy should be encouraged to hold the Ionian with a supporting fleet in Tunis or the Adriatic. This will use up a lot of units, but will likely be worth it in terms of stability. Turkey can leave an army in Smyrna later on to secure its own defense.

Italy should be encouraged to attack France in the Spring or Fall of 1902. One or two units is necessary in the beginning, since Italy will likely enjoy the element of surprise. Turkey should get only Bulgaria and Rumania in the Balkans, since a more equitable division usually leads to stability problems. Remember that the number of centers held by each Power is less important than overall tactical stability. With any luck the excess Italian units will be far away in the Atlantic, too far to pose a threat to Turkey. Thus, Turkey can sit at eight (Turkey, Bulgaria, Rumania, Sevastopol, Moscow, Warsaw) and wait for the draw to pass. If it does not, then perhaps Berlin or Kiel can be given to the Turks later on. Also remember that after a certain point large numbers of Turkish builds lead to instability in the alliance since Italy feels threatened. Turkey would do well to decline any builds unless they are absolutely necessary.

Assuming an Italian-Turkish alliance is somehow required by the situation on the board, that is one of the best ways to proceed with the alliance. But such cases are quite rare. For the most part, Italian-Turkish cooperation will be limited to participation in triples or defensive fronts. And that's probably about the way it should be.

CALL FOR AWARD NOMINATIONS: It's that time again. Time for nomination for the hobby's top awards: The Miller, Walker, and Koning Awards. You'll find a nominations form enclosed and I urge other publishers to reproduce it in their own zines. The Miller Award is for service to the hobby during 1988. The Walker Award is for outstanding literary accomplishment and the Koning Award is for outstanding play of Diplomacy in any venue.

Nominations for the Miller and Koning Awards should be sent to me directly. You can send a copy of your Walker Award nomination to me, or to Al Stewart, 702-25 St. Mary St., Toronto, Ontario, M4Y 1R2, CANADA. Each recipient receives a personal plaque and custody of the perpetual plaque for a year. Donations to cover the costs of the plaques are welcome and should be sent to Fred Davis, 3210K Wheaton Way, Ellicott City, MD 21043. Please send your nominations to us by 1 March, 1989. Volunteer to serve on the nominations screening committees are also needed. Contact me about that.

ESSENTIAL DIPLOMAT'S LIBRARY LAUNCHED: If you've not yet read the feature article on this subject in this issue, I hope you will do so. I also hope you'll want to get involved in this project. Here's an opportunity to get involved in a worthwhile hobby project that won't take a lot of time or cost you an arm and a leg. The more people who contribute to this effort the better the results will be.

THE XYNS PEOPLE READ POLL: Also enclosed in this mailing is a copy of the form for this Poll which I hope you will complete and return to Tom Swide by 1 April, 1989.

DW INTERNATIONAL DEMO GAME ABOUT OVER: In fact I think it is over and considering that it was an international game it went very quickly. We'll have a final report as soon as I get all the results and commentary. Thanx to all who participated.

DIPLOMACY BY ELECTRONIC MAIL: WHAT IT'S LIKE

Bob Odear

Undoubtedly, most readers have heard, or are otherwise aware, that Diplomacy is being played over the connections between computers. Users, mainly scientists and college computer students, are diverting their attention from work to the hobby we all enjoy so much. Their terminals are like our mailboxes and the computers, joined together by networks, make up the mailing system. Here, electron sized postal carriers traveling near the speed of light, replace the dutiful, conscientious postal workers we have come to admire. The mail system is free for mail sent to anywhere in the free world; probably, like our U.S. mail, the networks are subsidized by someone. Diplomatic letters sent by e-mail reach their destinations in usually under six hours and frequently arrive in under fifteen minutes. Letters can be typed and edited in a word processing environment, sent with the touch of a button and once received, can be viewed, edited, copied, saved, forwarded or whatever with equal ease. Given these many conveniences of electronic mail it should come as no surprise that Diplomacy is being played in this medium.

If it sounds too good to be true, it is. Availability to the networks is essential. To begin with, one requires an account on a computer that is a node of some network. To have an account means to have access to the machine, i.e. a password. Here, the machines are not home personal computers but are the large computers used at most universities and large research companies. This creates a limitation in availability since unless one works for the company or is a student it may not be easy to get an account. The next prerequisite is to have access to a terminal of the computer for which one has an account. For this, home personal computers can be of great help. With a modem and the right software a personal computer can put a terminal right in the home. The modem allows for the connection of the personal computer to the big computer by telephone and the software serves as a translator between the machines which most likely operate under different operating systems. The only bet for those having no personal computer is to use a terminal at the facility housing the computer.

Another problem for many people is a lack of familiarity with computers and networks. As with most things, some beginning knowledge can be very helpful in getting started. Obviously, computers are technical devices and so many aspects of electronic mail seem difficult to learn. Background knowledge won't aid in understanding the mail system, which is easy, but only the people trying to explain it. The first technical problem one encounters is, "I have this address; how do I send something there?" The answer is different for each operating system and is best resolved by asking someone who knows how to use the mail facility for that machine. Reading the thick technical manuals can be helpful for fast learners. Then the next problem is, "I did what I was supposed to do and it didn't work!" A common problem it is, indeed. The problem with sending mail over the networks is which network to use. There are about three or four major networks, each serving a specific set of computers. Not all computers will be nodes on all networks. The form of the address may tell you which network the receiving machine is on. If your own machine is also on that same network then things are easy and the mail will go smoothly. But if the receiving machine is on another network the address will have to be amended. In this case, the mail may need to be routed through a gateway, a computer that is on many networks and allows for inter-network crossover. Knowing the best gateway to use is critical for fast mail delivery.

The real technical problems arise when major events, like viruses, fires, and changes occur. Anyone alert to news knows about computer viruses which are sometimes spread across the networks. They don't interfere with the contents of the mail but

the operators of the computers disconnect the networks from their machines when they realize a virus is loose. This troubling disconnection can last for days when a serious virus attacks. Fires and other natural disasters can also cause problems for computer mail. Since most all the physical connections in the networks are made with telephone cables any event that causes disruption of telephone lines also disrupts the mail. When these things happen the solution is to find another pathway to the destination if it exists. As computers become faster, many facilities upgrade their computer ability by buying and installing new machines. This type of change leads to an aggravating situation in electronic mail. The name of the new machine is usually different from the one it replaced causing any mail sent to the old address to be returned. (That's right, returned. Just like with regular mail, electronic letters get returned if there is some reason they can't be delivered.) It can take months for all the computers around the world to update their tables of node names.

Now, for those people fortunate enough to have access and familiarity with the right computers, electronic mail diplomacy has many convenient differences with regular postal games. As stated previously, the mail arrives very quickly. This allows quite a lot of communication between and during turns. A response to a letter in the morning might be back by afternoon. This extra speed allows much flexibility in turn length. Turns range from two per week to one per month for most games. Of course, the faster games require a lot of time and dedication. The biggest benefit of the speed is that the winter season can be separated with no significant loss of time. In fact, there can be some time for negotiations before builds. It is worth noting that press is somewhat diminished in the electronic mail hobby. This is probably due to the ease with which short messages can be sent to all the players in the game. So much communication is done that press isn't usually needed. Another nice feature of electronic mail is that the sender of a letter may watch its progress toward delivery. Each time a letter goes from one node to another in a trip that may require ten such jumps a message comes back to the sender telling them of that status. This continues right up to the point when the letter arrives at the destination. This doesn't eliminate the chance that a letter gets lost, for those who feel that odd chance is somehow part of the game, but it does give some assurance to those who like to know when their mail makes it to the destination machine.

Unlike regular postal Diplomacy, electronic mail Diplomacy has no and requires no magazines. Seldom do the GM's even mention other games they are running. There are no articles arriving with the results or notes or new game openings. Instead, electronic mail has a Diplomacy listing where detailed new game information can be found. The other major information source available is news groups. In particular, the news group recreation games play by mail (rec.games.pbm) is a major information source of electronic mail Diplomacy happenings and other games as well. People write in questions about diplomacy matters. The electronic mail hobby is still in its infancy and the listing service and news group may be the forerunners of E'zine in the electronic medium.

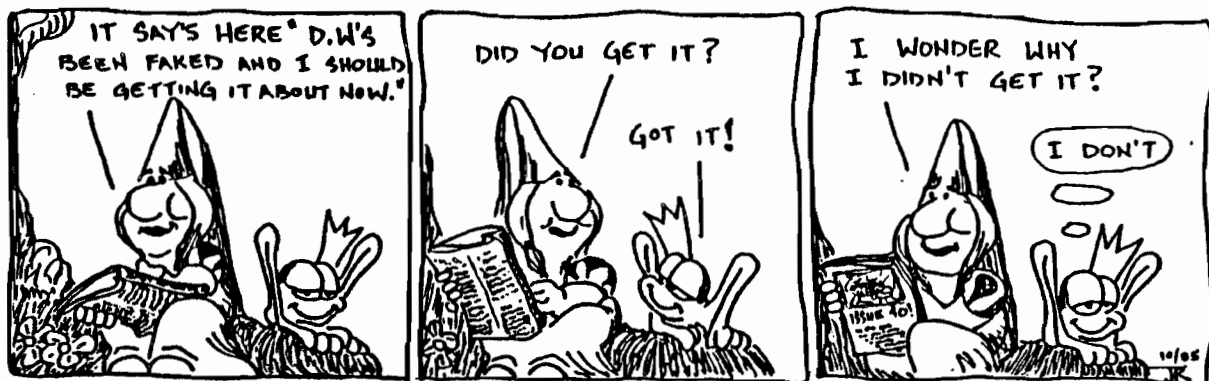
For those interested in joining in the pbEm hobby here are some instructions on how to do it. First, access to networks can most likely be gained through any local university or college computing center. Students should easily be able to gain an account to the school machine, even if not for a particular class. At UNC-CH, for example, they offer mail accounts just for the specific purpose of computer mail. Even those not attending college may be able to find an account on one of these computers although a small fee may be requested. Once "on line," write to the system manager of the machine and ask about the news group rec.games.pbm. They should be able to help in finding it if it is available. Always feel free to inquire to a system manager when difficulties arise. Also, write to any of the following for electronic mail Diplomacy information:

Steve Bougerolle at "steveb@triumfer.BITNET"

Kerry Reppy at "reppy@maine.BITNET"

These folks do the listing. Or

Bob Odear at "odear@uncvxl.BITNET" who knows only a little about the e-mail hobby.



PLAY BY ELECTRONIC DIPLOMACY

Les Casey

S-l-o-w-l-y but surely, the world is becoming more and more dependent upon electronic mail. Some people will no doubt do all things possible to avoid using it, but alas, the new technology is here to stay. (If I read my history correctly, many people avoided using a new fangled invention - the telephone - for many decades!)

The first trans-atlantic optical fiber cable was put into service recently. The one inch thick cable is capable of transmitting tens of thousands of voice, data and other communication signals simultaneously. I mention this because it is expected to reduce the cost of trans-atlantic communications, which in turn, will accelerate the use of electronic mail in general, thus encouraging more Diplomacy games by e-mail!

Would anyone with a CompuServe, UUCP, THE SOURCE, INet, Dialcom, Quantum, Prodigy, or other such e-mail service accounts, please post the below-listed telephone number for Diplomacy Haven BBS in Ottawa, Ontario, as this BBS is the oldest and most reliable, and can serve as a clearing house for e-mail Diplomacy for North America.

The following bulletin boards cater to Diplomacy. To date, I am aware of none in Europe or Australia.

DIPLOMACY HAVEN BBS: 613-738-1361, Ottawa, Ontario, OPUS 163/212, David Osborne, 4-7 games available, both gunboat and regular Diplomacy. Many other games too.

AMERICA ONLINE BBS: 205-234-0193, Birmingham, Alabama, no matrix address, D. Shockey, 1-3 games. This computer is just getting started...good luck.

THE DIPLOMAT BBS: 804-872-7859, Newport News, VA, OPUS 264/48, Andrew Fletcher, 1-2 games. Relatively new to e-mail Dippy.

COMPUSERVE: Call you local access node, 3-4 games ongoing, approx \$6/hr. If anyone knows the mailbox addresses of the gamemasters, let me know.

UUCP: I hear there is a game based in California. I need more info though...write or e-mail me please.

THE DIPLOMAT BBS: 214-416-2162, Dallas, TX, OPUS 124/109, Robert Eskridge. Having trouble connecting, could be temporarily down.

For more info: Les Casey, OPUS 163/212, 33 Nestow Dr., Nepean, Ontario, K2G 4M2, CANADA. Contact your closest OPUS BBS to learn how to send matrix mail to me.

A REAWAKENING

Gen. John McCausland

The international Affairs of State of a country are very important to their existence both economically and militarily. In order to survive, they must have allies. A country that has no allies will eventually be consumed by its enemies. While this is not always true in the real world (South Africa for example), it is true in the game of Diplomacy. Failure to communicate will lead to mistrust, which then leads to elimination.

Diplomatic ties were recognized as being the key to victory early in the history of this game. Players realized that they could not defeat six other players by themselves. In order to cooperate, they wrote to each other, making arrangements on offensive and defensive moves in addition to how to split the spoils. Even enemies frequently wrote to each other, trying to mend their differences, or just to keep in contact.

When I first began playing postal Diplomacy, letter writing was considered essential. Those who did not write were eliminated until they either learned or dropped out of the hobby. In my first postal game start, I received letters from all six opponents within two weeks of the game start. While most of these letters were just greetings from powers that did not highly concern me at the game start, they did indicate that the player would be available for later negotiations. Letters continued to arrive throughout the game, even from minor one and two center countries. I was thoroughly impressed by all the attention, and I have tried to maintain this level of negotiation throughout my playing history.

During the early '80s, the level of diplomacy began to decrease. Games would occur when players across from each other did not write back until 1904, and then wonder why I didn't ally with them. It even got so bad that at one point an ally stopped writing because "there was no need for us to coordinate moves" during a three year period. Of course, after I stabbed him and told him why, he failed to grasp my message, and continued his practice of infrequent communication.

I originally wrote this article four years ago at the request of Larry Peer and this is the period in time at which it stopped. However, I would not let Larry publish it because it had such a negative tone that it depressed me. I felt as the Diplomacy hobby was losing its appealing characteristics of friendship and competition. I had quit playing because the joy was no longer present.

After attending a few Diplomacy conventions and enjoying myself, I decided to try postal gaming again. I was pleasantly surprised. While there were still several deadbeats that are still playing, most of the games have several opponents who write regardless of the situation. In a new game I recently started, I have heard from five of the players, most of them twice a season. I am currently at war with the six player, but at least his ally keeps contact with me, and this gives me hope of turning their alliance around. Of course, this means that the alliance can only fall apart one way, but I did not make the choice of not keeping in contact. Even if I don't turn the alliance, at least I am now having fun playing Diplomacy.

There are two major reasons for playing postal games. The original is usually the thrill of matching wits with six other people in competition. This may easily turn into the enjoyment of meeting new friends through your games. In order to succeed both successfully, you must communicate. If you fail to do this, don't be surprised when I stab you so deep you don't get back up. After all, I have a firm policy: never trust someone I had never heard from.

THE ESSENTIAL DIPLOMAT'S LIBRARY:

A PROPOSAL FOR A NEW HOBBY SERVICE

Larry Peery

Each year I receive hundreds of letters from Diplomacy fans from all over the world. Forty-three of these United States, six Canadian provinces, and 21 foreign countries on five continents at last count to be exact. They come from all kinds of hobbyists, of every degree of skill and interest imaginable. And yet each of them is looking for one thing: INFORMATION. Their questions may be about the game, the hobby, its history, or something quite simple. Here's a sampling of what I've had to deal with recently. "Tell me all about Dip." "Do you know any Diplomacy players in Zimbabwe?" "Is the green green Italy or France?" Someone in New York City even asked me if I knew where he could buy a copy of Diplomacy!" That was my favorite. Answering these questions is a real job in itself and it takes a lot of time and effort to respond to them properly. Often I have to refer them to other sources for information. And all too often I find that the information I have is either obsolete, incomplete, or non-existent; and their questions go begging for an answer because there is no single timely, reliable, and objective information available. Oh, there is plenty of information out there, all right, but in many cases that in itself creates another problem: an excess of extraneous material which overwhelms the reader. Publications like SUPERNOVA, MASTERS OF DECEIT, THE ZINE REGISTER, KNOWN GAME OPENINGS, PONTEVEDRIA, THE ABODE OF THE ABNORMAL ABBOT, THE JOURNAL OF AUSTRALIAN DIPLOMACY and, no doubt, others all have their place on the Diplomacy hobbyist's bookshelf (or should it be "in his book case,"?), but for someone looking for a quick answer to a specific question, they aren't what's needed in my view. Let's face it, an "information gap" exists in the hobby and it is growing. The question is, "what are we going to do about it?"

The problem is, I feel, an urgent one and as the number of inquiries about the game and hobby increases it becomes even more acute. Unfortunately, until now I had no solution in mind. But a few weeks ago I found the answer to this problem in, of all places, a lumber yard! One of the local lumber companies has published a series of simple, one sheet brochures designed for the do-it-yourselfer. Each one deals with a single, specific type of project and the entire series of titles offered runs to about 100 titles. Free copies are available just inside the door of each store. You can take one, two, a dozen, or a copy of all of them; as you need. Each one tells you how to do a project, covering the theory as well as the practical side of doing it, what materials are required, as well as the skills you will need to tackle the job, and some idea of what it will cost in terms of time. When a print run of a given brochure is exhausted, that brochure is reviewed and, when appropriate, updated to take advantage of the latest information available. They even give you a phone number to call if you get stuck in the middle of doing a project. It's quick, easy, simple, and cheap. And it works.

Why can't we have something like that? I think we can and I think it should be a hobby-wide project. I mean a real hobby-wide project with contributions from all over the world-wide hobby and from every level of players, gamemasters, publishers, and custodians. What I would like to do is invite any and all of you to contribute to this project. You can write 1, 2, or more essays on any specific game or hobby topic. Together we'll create The Essential Diplomat's Library, a collection of essays containing basic information about all aspects of the game and hobby for hobbyists everywhere.

I do ask that you write on a subject with which you are familiar, although you don't have to be an expert on the subject. In fact some subjects cry out for the special touch of a novice player or gamemaster. Who better understands their problems and unique needs? Others obviously require the specialized knowledge and experience of a master publisher, gamemaster, or experienced player. You decide which suits you best.

Here's a partial list of some possible subjects I came up with: The Overseas Hobby, The Canadian hobby, the UK Hobby, the Australian Hobby, Dialect, The Game: A history, Play by Mail Dip, Play by Electronic Mail Dip, Computer Dip, Tournament Dip, Convention Dip, International Games, Rating Systems, Tournament Scoring, Publishing Zines, The Boardman Numbers, The Miller Numbers, The Variant Hobby, Variant Banks, Variant Design, each of the Great Powers, The Balkans, Scandinavia, The Mediterranean, Strategy, Tactics, 'diplomacy,' DIPCON, WORLD DIPCON, Hosting a Con, Standard Openings, Negotiating Technique, Dip Customs, Traditions, and Etiquette, End Games, The Hobby: A History, Feuding, NMRs, Burn Out, The Diplomat's Bookshelf, Tips for Novices, Tips for New GMs, Tips for New Pubbers, Order Writing, Letter Writing, Paying the Costs, and more. The List goes on and on. I'm sure you can suggest more subjects worth discussing; and I hope you will. I want this to be an on-going series, one that will expand and improve as time goes by. Our subjects will only be limited by the questions I receive, and your ability to answer them.

What of content? Essay should cover both the theory, where applicable, and the practical information a reader will need and want, not the information you think the reader should have. Obviously different subjects require different treatments. A "how to" essay should include the hobby's equivalent of a "tool and materials" check list, background data, assumptions about the reader's skills and knowledge, basics, step by step instructions with alternatives, graphics where needed, and a reading list. An "informative" essay should include a brief, factual, and objective essay that sticks to the subject. Don't editorialize. We're not out to make converts or win causes but to answer questions. As Sergeant Joe Friday used to say, "Just the facts, ma'am." Some "controversial" subjects demand even more stringent self-censorship. Essays should be sanitized, focusing on the issues, not individuals. I want them to be depersonalized, avoiding specific examples or indulging in personalities. Can one write about feuding without indulging in it? It's a tough assignment and if there is any question in my mind about the content of an essay dealing with a "controversial" subject I will not publish it. No doubt that will cause a controversy itself. Above all, I hope the content of each essay will be timeless in both content and style. I want these essays to be as meaningful and readable ten years from now as they are today.

And what of style? Style is the result of the dialogue between the author and his typewriter, refereed by his dictionary. But my hope is that we will develop a common style, even if it is not necessarily a great one—after all, we're trying to get out information, not write a great novel—that will serve our collective needs. And remember, this is a collective project, where the needs of the many will outweigh the desires of the one or the few. Hummm, where have I read that before? I'm looking for a style that is easily understood on the first reading, but also one that contains all the essential information needed to give the given topic for future reference. I want something that a novice can read and digest in five minutes and then throw away; or pull it out of a file two years hence and find it still timely. Basic introductory material presented in a basic and introductory fashion. That's what I want.

Creating a common style will be difficult, but using a common format should help make it easier. I hope. Each essay should be no more than 1,000 to 1,200 words. If it's longer than that divide it into two or three parts. It must be written for the novice hobbyist. Keep in mind that we are trying to create a common, collective

body of knowledge. Essays should be neatly printed, hand-written, typed, or word processed; with 1 inch margins all around; double-spaced; on one side of an 8½ by 11 inch sheet of paper. Graphics should be included on a separate sheet. Believe me, it will make my job a lot easier if you follow these guidelines. Essays may be published with a by line or anonymously, as you wish. Personally I prefer they be done anonymously because I want the reader to focus on the content, not on the identity of the author.

Challenging isn't it?

Much of the material needed for this essay already exists in the hobby literature albeit in a different format. Somewhere. The challenge is in locating it and preparing it for this special use. That's your job. You know what you've written, what you'd like to write, and what you can write. I will not edit your material for content (unless you ask me to), although I may rearrange it to fit the standard pattern I will use for all the titles in this series. I will prepare an original of each title in the series and keep copies on hand to distribute directly to those who request them. I'll send you a copy of any original(s) you contribute so you can copy and distribute them as you wish, with or without your by line. There will probably be somekind of nominal charge to cover printing and postage costs since I expect the demand for these items will grow steadily. If you have a question about whether a specific topic has been covered let me know. I suggest you go ahead and write it up anyway since there is no reason we can't have more than one title on a given subject. And if you make your essay specific enough there shouldn't be much duplication or over-lap.

If someone would like to volunteer to serve as a special project editor for this effort I'd like to hear from you.

Naturally I'd like to get started on this project as soon as I can, so the sooner you get your essays to me the sooner we can get going. I hope to have the first batch done and ready for distribution by the summer con season. So, if you can, get your essays to me by the end of March. That way I can get started.

It is obvious to me, and I hope it is obvious to you, that given sufficient hobby input over a period of time we will create something more than the simple information source I have proposed. But who is to say that an Encyclopedia Diplomatica is beyond our capabilities. In fact, didn't I propose that once upon a time? Seems to me I did.

PUBLISHER'S NOTE

I don't know if I'm getting old, senile, or both, but I have this nagging recollection in the back of my mind that the idea for the above project is not original with me. The problem is that I can't remember if I saw it somewhere in a zine, a letter, or what. I don't even remember who first suggested it, or if anyone did. If someone did and they see this please accept this in lieu of a credit or by line. And if someone did and he or she is still interested in the project would they also be interested in serving as a project director for this effort?

This is an excellent example, by the way, of what has happened during my three years as DW's publisher and editor. My files on DW now fill something like 12 cases, with another 12 or so cases of surplus issues, other publications, etc. Very little of this is in any order. One of these quarters I'm going to have to break down and spend some time doing it. It's a bore, but it's necessary.

On the other hand if everyone who attends DIPCON spends an hour helping out perhaps we can get it done. And then we can start on The Archives. Heh, heh....some DIPCON that's going to be!.

ON WORLD DIPCON,

or,

MUCH ADO ABOUT NOTHING REVISITED...

Larry Peery

Let me be blunt for once in my life. As far as I am concerned the only people who have any right to make any decisions in regard to the future of WORLD DIPCON (WDC) outside of the UK are those people who attended the first event in Birmingham last summer. They, at least, had the interest to attend that first meeting and, without exception, they all participated in the initial talks for continuing the event overseas on some kind of regular rotation. Coincidentally those people who did attend and participate were, in my view, eminently qualified to act as a de facto planning and steering committee for further events. Collectively and individually their experiences as hobby members and leaders cannot be matched. They included players, publishers, con hosts, custodians etc. It was as "blue ribbon" a committee as this hobby has ever assembled for any project. More importantly they shared a common, positive attitude toward the event and the world-wide hobby. As far as I am concerned they represented our best and brightest. People such as Fred Davis, Simon Billenness, Claude Gautron, Jaap Jacobs, Alain Henry and John Cain worked with Richard Walkerdine, whose event it was, to find a way to continue the tradition begun in Birmingham. Naturally there were differences of opinion and disagreements on the details, just as there were in Philadelphia some two hundred odd years ago. But the commitment and the sense of purpose were there.

The decisions we made, or at least the decisions I thought we made, at Birmingham were basic, even minimalistic. They were also realistic, given our prospects. First, we agreed that another such event should be held. Second, at the request of our hosts, we decided the next such event should be held in two years time (e.g. 1990). Third, we agreed that the second event would be held in North America (e.g. The United States or Canada). Fourth, we tentatively agreed that a third such event would be held, probably in 1992, in Australia. Fifth, we agreed that the precise date and location of the 1990 event in North America would be made at DIPCON XXII in San Diego in July of 1989. Sixth, we agreed that rather than attempt to create a formal organization, with a charter, etc. at this time we would jointly serve as an informal group of "founding fathers" to walk the next several WDCs through to completion. If the trial runs in North America and Australia were successful; then we would consider the idea of setting up a permanent organizing committee, etc. Those, at least, were the decisions I understood us to have made; and they are the decisions my notes support.

Now, of course, that the possibility of a second event in North America in 1990 is a reality there are lots of people in the hobby ready and willing to express an opinion. And I have no problem with that. But there are also a few people out there who are ready to undo the work that was done in Birmingham and change the decisions that were made there. With them I most definitely do have a problem. Besides the obvious fact that they were not present at the time of the event and took no part in the decision-making process; what really bothers me is the arrogance and self-righteousness these people are displaying as they present this or that idea, or just generally criticize the work we did. I guess I should have expected it, based on what happened after that summer in Philadelphia. Still, it gauls me who won't help with the work want a say in who reaps the benefits. Sounds communistic, doesn't it?

Some people have suggested that the hobby at large vote on where the next WDC should be held. Others suggest the hobby's publishers should make the decision. Others just want to bitch. I fail to see why they are any more qualified to make the choice than we were, or then the people attending DIPCON XXII will be. To my mind, to go back and undo what has been done, as little as it was, and try to second guess the people who actually attended the first WDC, would be the height of folly.

Frankly, as far as I am concerned, the talk can go on until the next event is held, but the decision will be made here in San Diego next summer, by those attending DIPCON XXII. If anyone is seriously interested in hosting a WDC in 1990, as part of DIPCON XXIII or separately, and cannot attend the event here in San Diego next summer to present their proposal in person; perhaps they should rethink their ambitions. I say this based on my experiences in presenting a bid to host DIPCON some years ago in Texas. I could not personally attend, so I asked someone else to present our bid on my behalf. We lost. This year, also in Texas, I presented our bid personally. It was accepted. Unanimously. Enough said. However, if for some reason, some potential site cannot be present to submit their bid personally they may submit it in writing. It will be considered. One thing that we will require this year for both DIPCON and WORLD DIPCON bids is a specific written proposal containing the essential information about the bid and possible site. That information will be available for public inspection prior to the voting. Bids will also be screened prior to the public meeting by the DIPCON Administrative Committee to make sure that they are legitimate bids. It's going to be a tough but fair process. Anyone who thinks otherwise doesn't know me very well.

I told Richard Walkerdine in Birmingham that I doubted if we could match his efforts quantitatively, but that if we could not be reasonably certain of matching them on a qualitative basis I would prefer not to have a WDC event in North America at all. He agreed. That is still my view.

Simon Billerness, who has been conducting a long monologue in ECU about WDC, with accompaniment from various hobby sources, has mentioned that the primary purpose of overseas visitors attending such an event is not to play Diplomacy per se, but to meet fellow hobbyists and to see something of the host country. I agree. Diplomacy play is not the main reason for an international event. At least not yet. Therefore it seems to me that we should focus our attention on providing the kind of event that will attract international visitors and accomodate their goals. Otherwise, why bother? Fortunately, the realities of international travel make it possible to do so, if we can be flexible in our attitudes and approach. Alas, that's not one of the hobby's strong points. We'll debate a subject to death and then wonder why nothing was ever done.

After reading what has appeared in the hobby press about this subject—other than the self-interested, ego-tripping of some—, and reflecting on what happened in Birmingham, and pondering what might work best, I have come to a conclusion. It's not very earth-shaking. Really. I do not believe that any one event will satisfy the requirements for fulfilling the needs of any international visitors to a second WDC. Those needs being, as I said, to meet fellow hobbyists and to see something of the host country, with Diplomacy a third interest. No one site or time is going to bring American hobbyists together in sufficient numbers to allow our visitors to meet all, most or even a majority of us. And certainly no one site is going to expose them to a real sampling of the beauties of North America. I am assuming, based on what I have been told, that most people who come to such an event from overseas, will be coming for a period of at least two or three weeks. Otherwise it won't be worth the costs involved. Hopefully for most visitors that would include three consecutive weekends and the two weeks inbetween. If we throw out the traditional concept of one single WORLD DIPCON/DIPCON event held on a single three day weekend at one specific site and, instead, offer our visitors a series of three consecutive weekends of Diplomacy oriented

events at a trio of sites perhaps we can better accomodate their desires. For instance the first weekend's event might be held at an east coast site with visitors flying in from Europe, Australia, etc. The following weekend a midwest or southern site might be used. And the third weekend a west coast site. Each site should be not only center of Diplomacy activity, but also a good sample of what America has to offer. Obviously each Diplomacy event would have to use the same tournament rules, etc. Whether you call it a WORLD DIPCON in three parts, or a three-legged DIPCON, or three separate events; the idea is the same.

But will it work? I think so if it is planned, scheduled, and organized properly. Scheduling the event in an off-season for airfares and a low season for local sites will bring costs down. Most international airlines offer a variety of travel packages that include several (4 to 7) stop-overs. For instance, you can fly from London to San Diego directly on British Airways, travel back across the United States stopping where you wish on United Airlines (for example), and then return to London from a British Airways eastern gateway city: New York, Washington, Miami, etc. The base fare is based on the longest distance you travel and that difference, as part of your total travel costs isn't that much. The cost for such a package, at the moment around \$700. The same type of arrangement is possible coming from Australia, with stop-overs possible in Hawaii and Fiji. The cost there is about \$1,400 (US). So it is possible. And in many cases you can get good local packages to cover your accommodation etc. I found in my travels last summer that my hotel costs, etc. ran about one-half what a local would pay for similar accommodations. So, it's a possibility. The question is can we pull it off? Based on what I've seen so far, I have my doubts.

However, it is the concept I am thinking about and I am looking for individual or groups, in other areas of North America who might be willing to work together on such a joint package proposal. If you're interested in participating let me know. And here's how to get started. Check with one of your local travel agents and see what international airlines come into your area; and which domestic airlines they have connections with, and when their low, shoulder and high seasons are for your area. Then check with your local hotels and see when their low season is; and when they give you any discounts. And then check with the travel agent to see what kind of package deals on airfares, hotels, and rental cars they can offer. Do this for low, shoulder and high season. And then dig out a 1990 calendar and look at pre-Memorial Day May, July, and post Labor Day September and see which fits. Summertime is great but costs more. When you get the information send it along to me. If they can't give you quotes for next summer year, get their current quotes and we can project from them.

As someone said, it may not be the best idea around, but it beats the hell out of the competition at the moment.

NEXT DW DEMONSTRATION GAME ORGANIZING: We're looking for volunteers who want to play, GM, or write commentary for our next DW Demo Game. If you are interested be sure to drop Mark Berch a line and let me know as well. We've already lined up some of the hottest young players in the hobby for this one.

ANOTHER INTERNATIONAL DEMO GAME: Contrary to what you might think I do play PBM Diplomacy when I can find the time. In fact I'm playing Russia in a game that is being published in Richard Walkerdine's MIPOLICY. The game consists of people who were at last summer's WORLD DIPCON in England and includes players from Britain, France, Holland, Australia, Zimbabwe, and the USA. If I do well, I'll keep you posted. If I get creamed, you'll never hear any more about this one. The game is 1988BO in the BNC records.

INTERNATIONAL DIPLOMACY TOURNAMENT RATINGS UPDATE

Don Del Grande

If you're a good Diplomacy player, or even if you just fantasize a lot about being the best Diplomacy player in the world, you should keep up with the DTR that appears in MEETING OF MINDS, a sub-zine of LIFE OF MONTY (Don Del Grande, 142 Eliseo Dr., Greenbrae CA 94904). The IDTR takes the results of major Diplomacy events world-wide and combines them into a single ratings list. Theoretically, the guy at the top is the best player in tournament play.

Here's a list of the events which are likely to be included in 1989. It may surprise you:

(AUSTRALIAN) CANCON, in Canberra, Australia.
 DIXIECON, in Chapel Hill, North Carolina.
 NEW SOUTH WALES CHAMPIONSHIPS, in Sydney, Australia.
 ORIGINS, in Los Angeles, California.
 ATLANTICON, in Baltimore, Maryland.
 MANORCON, in Birmingham, England.
 DIPCON, in San Diego, California.
 (CANADIAN) CAN-CON, in Toronto, Ontario, Canada.
 PACIFICON, in San Mateo, California.
 SOUTH AUSTRALIAN CHAMPIONSHIP, in Adelaide, Australia.
 MIDCON, in Birmingham, England.

Please note that this is not a closed list. If you are planning a Diplomacy tournament it may be possible to include it among the sanctioned events. The important thing is to get in touch with Don NOW, before your event.

Here's a couple of key events coming up soon:

DIXIECON: Memorial Day Weekend at the University of North Carolina, Chapel Hill. Contact David Hood for details. With any luck you may see me at this one. With even more luck you won't see me!

ORIGINS 1989: June 28-July 2, in Los Angeles, CA. This is the big one.

MANORCON 1989: July 7-9, in Birmingham, England.

UMF-CON III: When we were planning it, they asked me, "Do you have any idea what your brain is going to look like if you GM six games in two days?" UMF-CON expanded to two days this year, and overall, the results delighted us. Afterwards, my brain looks the same, although they could reply that cancellations reduced me to four games. To that, I answer that two of the events I did run were at least twice as brain-scarring as my Diplomacy sessions would have been. The club suddenly found itself with two role-playing adventures which had to be run for an official contest, and I was forced to eliminate other games and gamemaster them. I had never read them before. Worse, there were NO GAME STATISTICS. Therefore, I not only had to run two adventures, but make them up on the spot. However, the players gave me high marks on their official evaluation forms. I guess Diplomacy teaches you how to lie. T. Kane.

And speaking of UMF-CON (why does that remind me of a bug spray's name?), here's a change of dates for this year's event: APRIL 29-30. Mark your calendar accordingly.

CONS, CONS, AND MORE CONS:

Still no final report on last year's DIPCON XXI in San Anton TX.

Richard Walkerdine has published the final report on last summer's WORLD DIPCON I in Birmingham, England. A total of 330 people took part. 200 required B&B, the Diplomacy tournaments attracted 24 teams and individuals with 34 boards played in 2 days, and 20 different tournaments were run in total. On average this represents an increase of about 50% on the 1987 Manorcon and, as usual, it resulted in the largest Diplomacy and games convention ever held. Close to 30 volunteers worked long and hard to bring the thing off.

Here's some financial data on the event. Figure a pound at about \$1.75.

Expenses:

University charges-accomodations	8,545£
-other	340
Printing of leaflets, reports, etc.	228
Postage	212
Other stationary	102
Trophies	95
Badges & Commemorative pens	75
Hire of sports hall for soccer	64
Diplomacy sets	54
Miscellaneous committee expenses	152

Insurance:	125
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Calhamer's airfare, etc.:	681
Commemorative audio tapes	201
Other commemorative freebies	63

Total Costs:	10,937
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Income:

Registrations	1,976
Accomodations	8,124

Other	191
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Total Income:	10,291
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Final Margin:	(646)
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I hope these figures will provide some food for sober thought for some of those contemplating bidding for the 1990 WORLD DIPCON.

And speaking of which, be sure to read what I've written about WORLD DIPCON elsewhere in this issue if you do plan to bid for the 1990 event.

ABNE DIPLOMACYMESTERSKABER, ARHUS 88: How does that sound for an exotic Diplomacy weekend? Well, if you happen to be in Arhus, Denmark check it out. Contact Morten E. Nielsen, Silkeborgvej 130 3.th, DK-8000 Arhus C. I don't know exactly when their next event is but I'm sure they'll be having one this summer.

VIENNA BLOOD: I also got a letter from someone in Vienna about an annual boardgaming event they have there that wants to include a Diplomacy event. They attract something like 20,000 players for this city-wide festival. I hope they call it Vienna Blood.



CANADIAN DIPLOMACY ORGANIZATION



The Canadian Diplomacy Organization (CDO) exists to serve the needs of members of the Canadian Diplomacy hobby, including non-Canadian players in Canadian Diplomacy publications. For more information contact Doug Acheson, 95 Dundonald St., Barrie, Ontario, L4M 3T4, CANADA (705-726-9362).

And here's a list of current Canadian Diplomacy publications, as provided by the CDO:

THE CANADIAN DIPLOMAT: Robert Acheson, Box 4622, Station SE, Edmonton, Alberta, T6E 2A0, CANADA.

CLANDESTINE ACTIVITIES: Doug Acheson, 95 Dundonald St., Barrie, Ontario, L4M 3T4, CANADA

COUNTERMEASURES: Bill LaFosse, 65 Barbara St., Trenton, Ontario, K8V 1Z6, CANADA.

EXCELSIOR: Bruce McIntyre, #203, 6636 Dow Ave., Burnaby, B.C., V5H 3C9, CANADA.

FUL SI FIE: Randolph Smyth, #1023, 555 St. Mary St., Winnipeg, Manitoba, R3C 3X4, CANADA.

HAGALIL HAMAARVI: Ran Ben-Israel, RR#2, 571 Sunnisdale Rd., Barrie, Ontario, L4M 4S4, CANADA.

LORD OF THE BOARDS: Ian Kralt, 347 Benjamin Rd., Victoria, B.C., V8Z 4W1, CANADA.

NORTHERN FLAME: Cal White, 26 Emerson Ave., Toronto, Ontario, M6H 3S8, CANADA.

QUINIQUE: Pierre Touchette, 1 Rue Georges, Masson, Quebec, J0X 2H0, CANADA; and Claude Gautron, 620 Rue St. Jean-Baptiste, Winnipeg, Manitoba, R2H 2Y1, CANADA.

PASSCHENDAELE: Francois Guerrier, #305, 2303 Eglinton Ave. E., Scarborough, Ontario, M1K 2N6, CANADA.

PRAXIS: Alan Stewart, #702, 25 St. Mary St., Toronto, Ontario, M4Y 1R2, CANADA.

ZINE REVIEWS: LOTS TO CELEBRATE ABOUT!

Larry Peery

There's lot to celebrate about in the way of new publications which may interest you, as well as some major milestones for some old ones. You may remember, from high school or college days, CURRENT HISTORY; which is celebrating its 75th anniversary this month. We've included one article from the current issue of CURRENT HISTORY in this issue of DW. Subs are available for US\$29.00 per year from 4225 Main St., Philadelphia PA 19127. It's an excellent reference source on many subjects of interest to Diplomacy fans. Avalon Hill is celebrating the 25th anniversary of The GENERAL, a mainstay of the wargaming hobby, and worthwhile reading for every Diplomacy fan. Check out the flyer in this mail. PAPER MAYHEM is designed for serious play by mail gamers and it does for that hobby what The GENERAL does for A-H fans. And, if I remember correctly they're celebrating their fifth anniversary about now. Again, a very impressive publication. A bit hard to evaluate, since I've only seen one issue, is a brand new publication called THE QUARTERLY JOURNAL OF MILITARY HISTORY, which appeared this last fall. It looks impressive, reminding me of the American Heritage magazines with their hard covers and 8½ by 11 inch pages. Lots of color and graphics as well. The first issue ran 128 pages. There were several interesting articles including one on contemporary submarine warfare, McClellan vs. Why the Armada Failed, an interview with William Westmoreland, the Roman Army, Alexander in India, and more. You just have to decide if you want to pay \$60 for four issues. It's a steep price but it is a nice product. I hope they've got the financial backing to make a go of it.

About as different as you can get from QJM is THE CAROLINA CRITIC, published by David Hood and some of his friends. You'll recognize some of the names on the masthead: Morgan Gurley for one, but this isn't a Diplomacy 'zine. It is a Student Journal of Opinion and it shows, if nothing else, that at least the students at Chapel Hill think, something not always obvious on some university campuses. It's liberterian philosophy and if you aren't familiar with that style of thinking perhaps you should check it out. A sub is \$10 and you can send that to David (address on inside front cover). Another not quite so new publication comes from the US Naval Institute and it is devoted to naval history, and that's what they call it, THE NAVAL HISTORY MAGAZINE. USNI has a lot of effort into planning this one and it paid off. They started off with something like 30,000 paid subscribers before they published the first issue. A sub, by the way, is \$24 for a non-member (\$12 for a member) at USNI Ops Center, 2062 Generals Highway, Annapolis MD 21401-9921. It's a good product with a lot of material that will appeal to wargame and naval variant buffs.

And would you believe it? We actually have some new postal Diplomacy publications to mention. Ken Peel, the man who brings you THE ZINE REGISTER, is looking for FSO (for a PBM Diplomacy venture called DIPLOMATIC CONTRABAND; which will be distributed by APO. God help the players in that one! For more info: Ken Peel, 8708 First Ave., #2, Silver Spring, MD 20910. Include a SASE. Chris Gabel is publishing a new 'zine called NEWS FROM BREE, which is a pretty cheesy thing to do I think, but he's from Oregon so he's probably got Tillamook on the brain. The first issue looked very nice and obviously done on some kind of word processor. He's an accountant so he should be able to keep the zine solvent. Send him a SASE and check it out, NEWS FROM BREE, Box 100, Madras, OR 97741. Steve Cooley, the man who has more tournament and con titles under his belt than anybody this side of Death Valley is also publishing a small PBM Diplomacy zine called appropriately, DRAGNET. You can get a copy for a SASE from him at 3551 Casamita Ave., Palmdale, CA 93550. If you can con him into a game opening, I'm sure you'll find an enjoyable experience.

MAKING ORDER OUT OF CHAOS

Jane Applegate

Many Diplomacy hobbyists feel that they're drowning in a sea of paper. Some simple tips may help.

Somewhere on every Diplomacy hobbyist's list of New Year's resolutions is usually a pledge to get better organized. And, according to two professional organizers, busy Diplomacy players, gamemasters, and publishers are notorious for letting papers pile up and files overflow.

Dan Stamp, president and founder of Priority Management Systems Inc. and Stephanie Culp, founder of the Organization, suggest spending a few hours today, digging out and getting organized for the new year.

"Whenever I hear someone say they don't have time to get organized, I can guarantee their life is out of control," said Stamp, a former teacher who developed a time management program called Time Text.

Stamp and Culp agree that a good place to start organizing is at your desk. Both say a messy desk is more than an eyesore—it is a hinderance to productive work.

"The average Diplomacy hobbyist has 36 hours of work on their desk, or kitchen table, and only 1 1/2 hours of discretionary time to do their work each day," Stamp said. He says the other working hours are eaten up by phone calls, meetings, appointments and interruptions by others. He suggests spending a few hours relieving "desk stress." (See box).

HOW TO RELIEVE DESK STRESS

- Keep all your activities recorded in one calendar. Multiple calendars cause confusion and waste time.
- Keep file drawers closed while working. Open files are distracting.
- Start and end each day with a "to do" list to keep track of your progress.
- Alphabetize and file business cards in one place. Record names, addresses, and numbers in a Rolodex or other file and throw away scraps of paper with messages.
- "Someday" files—things to do someday—should be placed out of sight.
- Put all reading material in one place and read at a specific time each day.
- Review material in your "in" box daily. Don't let it stack up.
- Keep reference books organized and handy, but out of the way.
- Store pens, tape and staplers out of the way and off the desk.

Stamp urges hobbyists to draft a personal strategic plan, set goals and review their achievements each month. He also suggests spending time on the last day of each month reviewing accomplishments and setting new goals and recommends writing down the three best things that happen to you each day.

"If you write good things about yourself every day, it releases endorphins in your bloodstream," Stamp said. "It's like giving yourself a shot of natural morphine."

Feel that you need more intensive help? You might consider attending a program such as Time Text, in which participants attend two workshop sessions and get individual help between times. The program costs about \$400 for an individual.

The Organization's Stephanie Culp, who is also a free-lance writer, charges \$ an hour to go directly into homes or businesses to put things in order.

If you can't afford to hire her, you can read Culp's book, "How to Get Organized When You Don't Have the Time," published by Writer's Digest Books.

In the book, she suggests digging into the piles of paper on your desk and sorting them into baskets.

1. Set up a "to do" basket for important daily work. Never keep any work in progress in the desk drawers.

2. Set up a "to pay" and "to route" basket. Pay bills in a batch once or twice a month. Route material to other as soon as possible.

3. For reading material, Culp suggests buying a lightweight basket with two handles. This way, the material can be carried around and read while waiting for appointments or standing in lines.

4. Use a "to file" basket to collect all papers for filing. She believes that 80% of all paper work is never referred to again, so be ruthless when deciding what to file and what to throw away.

5. To speed up mail handling, she suggests buying an electric letter opener. Then, throw away the junk mail immediately and sort the rest into your baskets.

"I have been at places where you can barely get through the door," said Culp, who describes herself as a "neurotically neat" person.

Another good source of ideas is Stephanie Wilson's "Getting Organized," published by Warner Books as a paperback. It has ideas for organizing your time, paperwork, money, and home.

Time, along with paper, is the Diplomacy hobbyist's biggest problem. Here's some timely tips on dealing with time. A little thought and planning will provide extra hours for yourself.

"If only I had the time" is an all-too-common refrain uttered by many Diplomacy hobbyists as they struggle valiantly to accomplish everything that needs to be done and everything they'd like to do. Fulfilling daily obligations can mean that you find yourself jumping out of bed in the morning, only to propel yourself through the day at a frantic pace. And, although you always mean to spend some special time doing what you want to do, somehow other things come up, and before you know it, another week is gone and, as usual, you weren't able to set aside that most precious time of all—time for yourself.

You can make 1989 a turning point in your life by adding some much-needed balance through regular time out for yourself. To help you squeeze that time onto your schedule, try these tips.

Budget and schedule your time—Treat your time as if it were a budget, and make sure that your budget includes time for yourself, every week. Schedule that time on your calendar (whether it is 30 minutes or three hours) by making an appointment with yourself in writing. Treat that time as you would any confirmed appointment and resist the temptation to change it. For instance, never schedule other obligations that might interfere with the appointment you have made with yourself.

Prioritize—Prioritize on a daily, as well as on a long-term, basis. Not everything and everyone is equally important to your well-being, so keep this in mind as you schedule personal time for yourself. Remember, you are as important as anyone else, and time for yourself every week is going to give your life some much-needed balance.

Be selective—Spend less time on unimportant social obligations and concentrate on people who really matter to you. You'll probably find yourself with some spare time left over that you can then spend with a very important person—yourself.

Learn to Say No-You may be one of those people who too often say "yes" to requests for time from family and friends and end up with no time for themselves. Say "yes" only if you have the time or if it is imperative that you become personally involved in the activity. And unless it is an emergency, don't change that appointment with yourself.

Quiet time-Ask others (such as family members) to respect your quiet time and thank them often for that respect and acknowledgment. For example, insist on 20 minutes of personal quiet time when you get home from work and before you tackle domestic chores. It can make all the difference in how you feel and how you react to those around you.

Delegate-Stop doing everything yourself and you'll have more time for yourself. Send out the laundry, hire a gardener or house cleaner, or have someone help you with your paper work and filing, or your latest hobby brainstorm. It doesn't cost as much as you think, and you'll be buying yourself the best gift of all--the gift of time.

Reduce your standards-It takes an inordinate amount of time to do things perfectly, and while you are busy being perfect, you are robbing yourself of time to do what you want to do. Compromise with yourself and relax your standards on how you do things--from work around the house to special projects to the quality of that latest variant map--and you'll find yourself with a bonus of extra time for yourself. After all, 90 minutes saved each week means an extra six hours' time for you each month, each time for several PBM games or a small zine.

Watch less TV-If you reduce your TV time by only five hours per week, you will gain a total of almost eleven days extra time per year. (And if you don't include sleep time, you'll gain almost 16 days you can spend on yourself each year.) Think about that the next time you automatically reach for the "on" button.

Consolidate-Consolidate tasks, and you'll save a bundle of time. Keep a list of errands and try to do them all at once in the same area, so you aren't driving all over town or making several trips. If you plan to publish a special project, think about ways you can incorporate the research into other projects, like an article for an overseas zine, a variant game, or whatever. All the time that consolidation saves you can be yours, to enjoy as you see fit.

Understand the value of your time-Know that each minute, once spent, is gone forever. Live your life with that in mind, and then learn to make each moment count.

Paper and time are the two biggest challenges facing any Diplomacy hobbyist. Learn to use them to your advantage.

WAYS TO ENCOURAGE PEOPLE

If you want to encourage people to do a better job, consider these tips:

- 1) Call workers by their names often. Use a nickname if the employee prefers it. Don't let people you work with to appear to be nameless.
- 2) Talk with your employees, not at them. Maintain eye contact and face them with your entire body.
- 3) Ask for advice in areas where employees are knowledgeable.
- 4) Compliment people for extraordinary jobs.
- 5) Be nice. Everybody likes to work with people who are nice. Nobody cares how much you know until he or she knows how much you care.

These suggestions were written for the workplace but I think they also apply to the hobby. Whether you're a custodian, hobby service provider, publisher, gamemaster, or player of any kind you'll find a positive attitude and approach toward others will work wonders.

PONTEVEDRIA: DIPLOMACY GAME OPENINGS IN NORTH AMERICA

PONTEVEDRIA is a quarterly listing of Diplomacy game openings in North America published by DW for the Diplomacy community. It is available free from the publisher for a stamped, self-addressed envelope. Items marked with a '#' are particularly recommended for their reading material. Items marked with a '@' are note-worthy for their game content. All such evaluations are the personal opinions of the author. In this case that's me, Larry Peery. For more detailed information, consult THE ZINE REGISTER available from Ken Peel, 8708 First Ave., T-2, Silver Spring, MD 20910, USA (4 issues for \$3.00). For other openings, consult KNOWN GAME OPENINGS, available from Robert Sacks, 4861 Broadway, 5-V, New York, NY 10034, USA (include a SASE).

- @ THE APPALACHIAN GENERAL: David McCrumb, Rt. 1, Box 109, New Castle, VA 24127. Regular Variants.
- @ THE ARMCHAIR DIPLOMAT: Ken Hill, 6199 Rockland Dr., Dublin, OH 43107. PBEM.
- # & @ BOAST: Herb Barents, 17187 Wildmere, Detroit, MI 48221.
- # & @ BUSHWACKER: Fred Davis, 3210K Wheaton Way, Ellicott City, MD 21043. Variants.
- @ COMRADES IN ARMS: Tom Swider, 75 Maple Ave. #A, Collingwood, NJ 08108, USA. Variants.
- @ DIPPY: Jim Benes, 417 S. Stough St., Hinsdale, IL 60521, USA.
- # & @ EXCITEMENT CITY UNLIMITED: Simon Billenness, 630 Victory Blvd., #6F, Staten Island NY 10301. Variants.
- @ THE GAMER'S ZINE: Earl Whiskeyman, 27 Mark St., Milford, CT 06460, USA. Variants.
- @ GET THEM DOTS NOW! Lee Kendter, Jr., 264 Spruce Ct., Bensalem, PA 19020, USA.
- # & @ GRAUSTARK: John Boardman, 234 E. 19th St., Brooklyn, NY 11226, USA.
- @ HANSARD: Robert Sacks, address above. Variants.
- # & @ LIFE OF MONTY: Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904, USA. Variants.
- # THE MESSENGER: Geoff Richard, 7240 Whispering Pines, Dallas, TX 75248, USA.
- # NO NAME FLYER: John Barnes, 444 Lora Ave., Youngstown, OH 44504, USA. Novice regular.
- @ OHIO ACRES: Robert Greier, 35171 Gromley Rd., Salem, OH 44460.
- # & @ PENGUIN DIP: Stephen Dorneman, 94 Eastern Ave., #1, Malden, MA 02148, USA.
- # & @ PERELANDRA: Pete Gaughan, 3105 E. Park Row, #132, Arlington, TX 76010, USA.
- # & @ REBEL: Melinda Holley, Box 2793, Huntington, WV 25727, USA.
- # & @ THE SCRIBBLERIST: Mark Lilleleht, Box 3166, Charlottesville, VA 22903, USA.
- @ SON OF FLIP: George Mann, 1701 NW 81st Way, Plantation, FL 33322, USA.

Other publications are listed in the Zine Review section. Canadian publications are in the CDO section. Be sure to enclose a couple of stamps with your request for a sample copy. Be sure to see a sample copy before subbing or signing up for a game.

Publishers and GAMES Masters

If you have regular or variant Diplomacy game openings (postal, PBEM, etc.) please send us the pertinent information so we can include it in DW and our other mailing. If you would like a copy of our New Blood list that is also available. Inquire for details.

Custodians and Service Providers

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