

God Save The Zine

Issue 5

This is the house zine for www.diplomacyzines.co.uk from Stephen Agar.

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My Bit

Welcome to the fifth instalment of *God Save The Zine*, 5 down only 95 more to go.

Last Orders!

Let's start with the sad news that issue 47 of *Last Orders!* is to be the last. Simon has decided that producing it is no longer the joy that it once was and when something is just a chore then maybe it's time to quit. *Last Orders!* is/was a great zine, Simon's voracious appetite for books meant that there was no need to ever consider a subscription to the *Times Literary Supplement* as *Last Orders!* had everything about books to read that you could desire. *Last Orders!* and *New Scientist* have been my bathroom reading of choice for some time. It will be sorely missed.

Simon asked if he could finish his games as a subzine to *GSTZ* and so I am hoping that from next issue Simon will join us here. With luck, he will still feel the need for the odd book review.

The NDC - A Proposal

One of the things that Simon Langley-Evans and I were chatting about via email, is the possibility of relaunching the NDC. If San Marino can have a national Diplomacy championship, surely the UK can? Jeremy Tullett reckoned it has been over 15 years since the last NDC was held at MidCon and ManorCon has shown no interest in picking up the baton (as far as I am aware). However, there are some FtF Diplomacy communities around - particularly in London and Colchester - and there are players from PlayDiplomacy.com associated with SpireCon (to be held this year on the weekend of 4-5 November at Chesterfield)..

So, my suggestion is this - let's try and get the NDC going again this November, with a tournament at either SpireCon or MidCon depending on what the hobby consensus is? It's a bit late in the day to consider ManorCon before 2024. Whichever con has the best chance of getting people there who want to play Diplomacy must be the best choice. I will reach out to the contacts I have made already and by means of something like a WhatsApp group, let's agree a way forward. If there is no appetite for a FtF Diplomacy tournament, then that's fine - but I would at least like to test the water. If

any of you would like to be part of that debate, drop me an email.

This has been a relatively uneventful month for me, save that I had an operation on my left hand to remove an unsightly lesion of uncertain provenance. Quite why removing something 8mm across results in a scar 4cms long is a puzzle to me. Fortunately, the various lab tests reported that it was a non-malignant dermatofibroma, so I should be OK for a few more years yet.

Not too many letters for this month's lettercol - but many thanks to James Hardy and Jonathan Palfrey for contributing again. It is in everyone's interest for more people to send in letters next issue or James and I may retreat to some very nerdy discussions about postcodes, DPS, Mailmark and J Tools. Please save yourself from that!

And finally, many thanks for the ongoing support which this issue sees another Diplomacy gamestart, a Black Hole II gamestart and the launch of the Intimate Diplomacy Tournament. This zine is proving more successful than I ever thought possible. Thank you.

POETRY CORNER

Welcome To The Black Parade

By Sandra Bond

In olden times when I was young in years,
To town I went, my father taking me,
A proud and noble marching band to see,
Whose music stirred my soul and pleased my ears.

"O son," my father quoth, "when thou'rt a man,

I will no longer stand here by your side.
When I am gone beyond the great divide,
When that day comes, I task thee, join that band.

Take arms against the darkness and the night.

Wage war upon all misery and sadness,
Though thou may'st be reduced almost to madness,

It is thy duty; fight, my son, O fight."
And so, though worn and sick, I carry on;
Dost thou believe me, though thou'rt dead and gone?

Some (But By No Means All) Zines Seen

It's always nice when a hardcopy Diplomacy zine drops through the letterbox and **Cheesecake** 417 was no exception. Gosh - issue 417? How on earth do people keep going long enough to do that? I'll confess now, that I can't ever see this zine getting to issue 100, I am sure that at my advanced age either mind or body will wear out before then. Anyway, **Cheesecake** had an interesting article from Ken Iverson on a system for ranking the relative importance of spaces on the Diplomacy map. Ken's "MAP Awards" (which stands for Mobility + Adjacency = Power) provides a ranking which demonstrates the importance of NTH, Ser and Kie and the relative unimportance of NAF and Syr. No surprises there.

Ken's system does have at its core a scoring mechanism which gives a big additional ranking to supply centres and which values sea spaces over land - something which you could reasonably disagree with to varying degrees. The interrelationships of how fleets and armies move mean it is difficult to have a combined league table like this as in practice there are three different types of spaces on the board - sea, coast and land - and I would argue that of these three, coastal spaces are the more important as either sort of unit can move there. Anyway, a great thought experiment. **Cheesecake** is available from Andy Lischett at andy@lischett.com.

Most of my thoughts these days are about the past. I think this is a function of being old. Why ponder too long about the future when you will only see a limited part of it? And I suspect I have passed the age where I can be bothered to acquire new technology and skills (it happens to us all at some stage). **Back of the Envelope** 23 featured a nostalgic look back at how little data storage computers used to have compared to what they have now and a discussion about what on earth do you do with all that old data from decades ago? Do you keep it for ever or do you hit delete?

I know I have around 500GB of bootleg recordings downloaded 20 years or so ago. Not to mention, ripped DVDs. And emails going back decades - though none before 1999 - presumably I bought a new PC then and couldn't be bothered to migrate the

email (which is a shame given the amount of Diplomacy stuff which would have been there). I'm not quite old enough to have used punch cards to run code, but I will remember my ZX81 and the joys of loading programs from cassettes. By the way if you want to keep old data can I suggest you don't use USB thumb drives - as they often seem to fail after a few years. I got married in 2015 and already all the wedding photos on a thumb drive are unreadable. I guess cloud storage is the way to go.

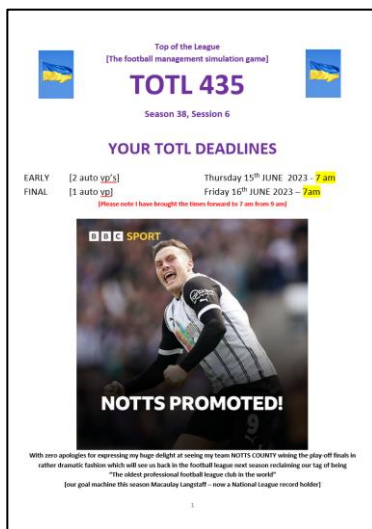
Back of the Envelope is also fascinating as it is becoming a haven for DIY enthusiasts - I loved the photos of Bob Pitman's loft project. We are having the loft boarded out in our retirement property in King's Lynn, but I have got someone in to do it as I am definitely too old for hard manual labour (or even easy manual labour come to that). If I am short of content next issue I may treat you to some loft pictures of my own. That's the power of zines - they can meander on about all sorts of things that are going on in people's lives and help establish a meaningful personal connection. Something that an adjudication website just doesn't offer. **Back of the Envelope** is from Tom Howell contactable at off-the-shelf@olympus.net.

Obsidian 293 almost feels like a fresh new zine, as Alex returns to a proper zine format and produces a "Serious Diplomacy Issue". In discussing the excellent **Ode**, Alex does mention that there is almost no point in the old-fashioned zine review, particularly when considering an established zine such as **Ode**, as the zine formula is well established and each issue is similar to the last. I understand where he is coming from, but I think we need to keep weaving together the disparate threads of this hobby to encourage as much inter-connectedness as we can. Definitely a case of if we don't hang together, we shall hang separately. Alex is an entertaining and witty writer, and I would urge you to drop him an email at alex.bokmal@googlemail.com and get on his mailing list.

Another old zine which feels like a new zine is Nick Kinzett's **Will This Wind** 3 (otherwise known as **Outbreak of Heresy** 103). Some of this zine is over my head, as I have forgotten the vast majority of everything that I ever knew, so remembering facts about films I've seen or books I've read is just too difficult. For example, I may be a fan

of the Lord of the Rings, but I'll be damned if I can come up with a Tolkien concept starting with the letter "D". Quote of the issue must be "*Dalek symbology can be very useful in day-to-day existence.*" Yes, I find that too. Email Nick for an issue and immerse yourself in a fascinating alternate reality (nick.kinzett@gmail.com).

I'm playing a couple of games in *Ode*, issue 437 of which arrived last week. It's a great place to play games - very reliable. As this issue is devoted to all things Austrian, I must mention that I am doing OK as Austria in 157eme (the 157th game to be run in *Ode!*), though I seem to have slightly stabbed my ally by accident. *Ode* is the only zine to offer Mercator - the King of Diplomacy variants - contact John at johnmarsden_ode@yahoo.co.uk



I enjoyed **Top of the League** 435 from Pete Burrows - a celebratory issue of the soccer simulation zine, celebrating the fact that Pete's beloved Notts County have been returned to the football league where they rightly belong. How very unlike my team Sunderland, who lost in the play-offs to Luton (who themselves ended up being promoted to the Premier League). Oh well, maybe next year. I don't know how much cross-over there is (or could be) between football management zines and Dip zines, but it strikes me we have more in common than that which would divide us. I do recognise a handful of the names on the circulation list. I suspect there is quite a learning curve to understand and get the best out of this zine - but if you are into football it looks like great fun. If you are interested contact Pete at pumatotl@ntlworld.com.

Letters

James Hardy

I remember at WDC 2010 in The Hague I skipped a round to go for a wander in town, including a visit to the Maurits Haus to see Girl with a Pearl Earring. I got to the room it was in according to my guide but couldn't see it. Then some woman moved her head and there it was. "Is that it?" I blurted out astonished at its tiny size while the other visitors viewed me with disdain. The irony is that the room before I came across the Delft View painting (of which we had a copy hanging in the hallway at home) which got a similar response for exactly the opposite reason - it's HUGE!

SA: *I don't know much about Vermeer, but I was struck how his near contemporary Rembrandt made a living painting pictures of people who wanted their portraits painting, yet Vermeer just seemed to mainly paint models (almost all women) and often wearing the same expensive clothes. Maybe he didn't get many commissions? But he painted so few pictures (2-3 a year) it is difficult to see that he could afford to paint stock pictures on the off-chance someone liked them? The view of Delft is one of his earliest pictures and is great.*

I have the same too-much-like-hard-work approach as you do to Powell and Proust (never heard of the first fellow, but heard of the second one via the Monty Python "Summarising Proust" sketch which definitely *has* aged well!) with the Bible and Shakespeare - never got more than a few pages into either. I'd like to have a go at some Dickens but never got around to it, partially as I expect that to be the same lingual hard work.

SA: *Of them all, Dickens is the easiest to read as it was really written for the masses. I really enjoyed **Great Expectations**. I gave up on Proust, definitely not for me. However, I would always prefer something classical - I do like a bit of Livy or Thucydides.*

I'd like to go to Trieste too. I watched a Michael Portillo Railways programme where he went from Vie to Tri by train based on when Tri was the main port for the Austro-Hungarian Empire. Part of the route isn't there at all any longer and other parts

require train changes as you cross various borders. However once in Italy you get a couple of miles from the port and then the gradient is so steep the train turns itself into a sort of funicular tram – it was fascinating!

SA: Well, the news is that Rebecca has booked a long weekend in Trieste to celebrate our 8th wedding anniversary in August. That's another home SC ticked off the list! No doubt you well all have to put up with a "What I Did For My Wedding Anniversary" article in a few months.

I mentioned I was corresponding with the guy that abolished mailsort in a Teams call and, like me, they were all surprised to learn that mailsort is no more! We'd all just assumed that it had gone out of fashion or been superseded by something else, probably UDPRNs.

SA: Well, I abolished the product brand Mailsort and introduced names for the various (and prices) based on their use - Advertising Mail, Business Mail, Publishing Mail etc. For the non-mail geek UDPRNs are Unique Delivery Point Reference Numbers which equate every delivery point in the country to a single 8 digit number and which are included in the MailMark (the barcode) on letters - which is something else I introduced. UDPRNs allow for walk sequencing by machines which means that Posties no longer have to sequence mail in the Delivery office before they go on their walk.

As someone that works with addresses, I just wish RM would standardise postcodes too making the L, M, G etc postcode areas two letters and postcode districts should start at 10 - then ALL postcodes are 8 characters long. I dare say RM will never do this for various reasons – I suspect they use it as an excuse to charge for some extra service or other, they can blame mailing house formatting for stuff that goes wrong, they don't want to be accused to destroying postal heritage etc etc, but mostly as it'd cost them and other companies a bundle to make the change.

SA: Changing Postcodes is very hard – people get very upset when their postcodes change, due to inconvenience and expense. Unless they think the new postcode is in some way "posher". Businesses really hate it. All the single letter postcode sectors are amongst the first and they were never changed. I seem to remember that Croydon

(one of the first areas to get a modern postcode) was "CRO" (for CROydon) and was changed to "CRO" when numbers were added to mollify complainants. Can't think of any other postcode district numbered "0".

But imagine how much they could charge for the new PAFs and supporting software...

SA: PAF pricing is regulated, and I guess it would just be another quarterly update, so no windfall. The big mistake in the 1960s (in my humble opinion) was relating the postcode to an actual geographical place (CA for Cambridge etc,) rather than just having an arbitrary code. Many people want to have what they perceive to be a desirable postcode and as more Mail Centres have closed the connection between the postcode and the inward mail centre has been lost.

Crosby is nice but I wouldn't call it posh. Down by the beach is very nice if you don't mind a view of the huge cranes at Seaforth Docks. My experience of Waterloo to Thornton via Great Crosby on the A565, until they built the A5758 bypass, was just a two kilometres long traffic queue...

SA: I guess it is all relative. I did quite like parts of Crosby and the beach was great. It certainly felt more middle class to me than parts of Liverpool.

"James Hardy you are a *****" – demighod? Topbloke? Fatbarst? Diplomat?

SA: A gentleman, obviously.

Andy Lischett

Oddly, here in the U.S., Word does not underline "bugger," and I don't remember Word ever warning of something being offensive. Excuse me for a moment while I try to offend Word... Nope, but probably alarms are going off at the FBI.

SA: I have now turned all optional suggestions off in Word – typical of PC software to be PC.

Martin Davis

The archive is extraordinary. Just one quick look gave me my first ever postal move, in **War Bulletin** 14, June 1971. (No email addresses in those days, I see!)

*SA: How wonderful to have someone who has been playing Diplomacy since the days of **War Bulletin**! I haven't uploaded any more zines for a few weeks now – I will try to get back to doing more uploads soon, though packing up for a house move later*

*this year will make it difficult. I'd like to get a complete set of **Dolchstoss** uploaded though.*

I'm also the same Martin Davis who, a year or so later, introduced a bunch of school kids to the Great Game, and they nagged me to start **Ummagumma**, with the idea of combining games of Diplomacy with some of their poems and art work. A large number of ordinary kids, 13 when they left the school, went on to study History or Politics at university, I'm rather pleased to say. Anyway, I'm currently having an extensive and radical review of stuff I've put away, as you do so as not to lumber future generations with unsorted bags of crap when you shuffle off, so it may be that I've got an old issue somewhere for the archives. I'll have a look.

SA: *Ah yes! **Ummagumma** - issues 0-7 from October 73 until June 74. In theory they are all in the Archive - but in practice they aren't really as they were spirit duplicated and they have all faded away!!! Which is terribly sad. If you find any which are readable I would be very interested to get them scanned before the ravages of time destroys them for good. Also, any other old Dip material would find a home with me, in case it improves on what I have or fills a gap.*

I too am having a big clear out, as we hope to downsize later in the year. But it is so difficult to part with stuff you've had your whole life even though it is objectively rubbish.

Jonathan Palfrey

I don't remember when I last bought music on a vinyl disc, probably sometime in the early 1980s. I always disliked LPs; when I did buy them, I taped them and then put them away. I was so happy when the Compact Disc came along, and I could be rid of them forever. It seems to me a weird perversity that people are still buying them when they don't have to. However, each to his own taste.

The only good thing about them was the sleeves, which could be used to decorate a room, in the days when I went in for that kind of thing as decoration.

SA: *The last time I bought a vinyl LP was... yesterday! I couldn't resist the new LP from Sparks called *The Girl Is Crying In Her Latte*. Here is a gratuitous picture.*



You said that you would always buy a book if you have the choice. You can do that if you have room to store them all. I've run out of room, so I've stopped buying paper books now. Remarkably enough, I find that I no longer particularly enjoy reading books on paper, although I liked them well enough when they were all that I had.

SA: *I am gradually digitising all our DVDs on to a server, so I can cart the physical discs down to the charity shop. I wouldn't even have bothered doing that, but my experience of Netflix etc. is that they never seem to have the old movie I want to see - just modern stuff or programs they've commissioned themselves. I think I am more likely to watch a DVD if I don't need to try and find the disc itself, but can browse all my DVDs on my phone.*

Books I don't feel the need to keep unless I think I might read it again. I'm just not emotionally connected to books. But I can't imagine getting rid of my physical music.

Black Hole Diplomacy V

by Stephen Agar

0. Rules as per Black Hole Diplomacy II, save where varied below.

1. Black Holes do not appear randomly in this variant.

2. Every Spring season every Power gets to either (a) choose one space each which is black-holed forever OR (b) choose to protect five spaces which cannot be black-holed by anyone for that year.

A Brief History of Austria-Hungary



Any comparison with the map of Europe in 1914 and a map of Europe today shows some startling differences. The centre of the Diplomacy board is dominated by the large landmass of Austria-Hungary which nowadays is comprised of many different countries. Calhmer had decided that each of the seven powers was to be divided into six separate spaces (supply centres named after cities, other spaces named after areas) and when Allan divided the powers up, he did take account of internal political geography where he could. The division of Austria-Hungary almost drew itself - if there was to be a seventh space, then it might have made sense to separate out Transylvania, rather than just put it in with Hungary.

Vienna - Austria: The core of the empire, known as Cisleithania encompassed the present-day territory of Austria.

Budapest - Hungary: The Kingdom of Hungary, known as Transleithania, included present-day Hungary and parts of present-

day Slovakia, Croatia, Romania, Serbia, Ukraine, and Austria. On the Diplomacy board it includes Transylvania, located in present-day Romania.

Trieste - The Austrian Littoral and Dalmatia - the coastal region, comprising Trieste and parts of present-day Croatia and Montenegro. Bosnia and Herzegovina were annexed by the empire in 1908. Trieste had belonged to the Habsburgs from 1382 until 1918.

Tyrolia - Comprising North Tyrol, South Tyrol and Trentino (nowadays split between Italy and Austria).

Galicia - Galicia and Lodomeria: This region, located in present-day Poland and Ukraine, was a major part of the empire.

Bohemia - Czech Lands: The Bohemian Crown Lands, including Bohemia, Moravia, and parts of Silesia, were part of the empire. These regions are now part of the Czech Republic.

If the Ottoman Empire truly was the “sick man” of Europe (as Nicholas I of Russia is reputed to have said), there is a reasonable argument that Austria-Hungary was not in the best of health either. The Habsburg empire had always been a mishmash of different states with different ethnicities speaking different languages, but as movements to unify first Germany and then Italy created large nation states on their borders, the retreat of the Turks from the Balkans and the descent of the Balkans into nationalism created as many threats as it did opportunities. And then there was Russia, the ever-present threat from the east.

Europe after Napoleon

The Congress of Vienna, which redrew the map of Europe after the Napoleonic Wars, went fairly well from an Austrian perspective. True, they did give up once and for all any claim to territories in the low countries, but they were rewarded by expanding some territorial holdings, particularly in Italy and Central Europe. It acquired control over the former Republic of Venice, the Lombardy-Venetia region, and parts of the former Napoleonic Kingdom of Italy. Austria gave up control over some of the Polish territories it had previously ruled as the Congress established the semi-independent Kingdom of Poland, which was placed under Russian influence, but it did retain control over Galicia and Lodomeria, which acted as a buffer zone between Austria and Russia. Finally, the Congress established the German Confederation, a loose association of German states. Austria emerged as the dominant power within the Confederation, with the Austrian Emperor assuming its presidency. This gave Austria considerable influence over German affairs. So not too bad – but it was not to last.

In June 1866 Prussian forces launched an offensive against Austria and its allies starting the Austro-Prussian war. The decisive battle of the war took place on July 3, 1866, near the town of Königgrätz. The Prussian forces, equipped with modern breech-loading rifles and artillery, defeated the Austrian army in a significant victory. The war only lasted 6 weeks and ended with the Treaty of Prague, signed on August 23, 1866. Austria agreed to recognize the dissolution of the German Confederation and ceded Venetia to Italy. Furthermore, Austria was compelled to withdraw from

German affairs and accept Prussian leadership in a reorganized North German Confederation.

The Creation of Austria-Hungary - 1867

The humiliation of the Austro-Prussian war created fresh impetus within Austria for Hungarian independence which was only avoided in 1867 by the Compromise (or the Ausgleich) which was reached between the Austrian Emperor Franz Joseph I and the Hungarian nobility led by Ferenc Deák. This agreement created the dual monarchy of Austria-Hungary. According to the Compromise, Austria and Hungary were considered separate and equal states, sharing a common monarch and certain institutions such as foreign policy and defence. The Austrian Emperor became the King of Hungary as well, and the Hungarian Parliament gained significant autonomy in internal affairs. Each half of the dual monarchy had its own government, but they were united under a common ruler.

Given the events of 1866, it is perhaps surprising that Austro-Hungarian Empire and the recently unified Germany formed the Dual Alliance on October 7, 1879. It was a defensive pact that aimed to safeguard the mutual interests and security of both nations. The alliance was prompted by various factors, including shared concerns about Russia's influence in the Balkans, common cultural and linguistic ties, and a desire to maintain the balance of power in Europe. The treaty provided for mutual military support in the event of an attack by Russia or if either party was involved in a defensive war against another power. The seeds of the First World War were sown.

The Collapse of the Dual Empire

Austria-Hungary was the only one of the Great Powers to cease to exist after the First World War. By the end of the way, Austria-Hungary had faced significant military setbacks, the empire being involved in various military campaigns on multiple fronts against Italy, Russia, and the Balkan states. Attempts to negotiate a separate peace with France and England in early 1918 came to nothing.

The battle of Vittorio Veneto (1918) fought on the Italian Front, marked the final and decisive campaign against the Austro-Hungarian Empire. The Italian army, supported by British, French, and other Allied forces, launched an offensive that led

to the collapse of the Austro-Hungarian army. It resulted in a significant victory for the Allies and substantially contributed to the empire's ultimate defeat and disintegration.

The empire's economy was ruined by the war effort and faced severe shortages and inflation, leading to inevitable discontent among the population and calls for Charles I (who had succeeded Franz-Joseph on 21 November 1916) to abdicate. He was seen by some as incapable of effectively addressing the empire's problems and pursuing peace negotiations. Towards the end there were attempts to create a separate Croatia within the Empire, but once the state of Croats, Slovenes and Serbs declared itself independent on 29 October 1918 and Hungary in turn left the union on 31 October 1918 there was really nothing left. Pressure from political leaders, military commanders, and even some members of his own family led to his decision to withdraw from public life on 11 November 1918. Charles I attempted to regain power in Hungary in 1921, but was unsuccessful. He lived in exile until his death in 1922.

On Strengthening the Hand of Austria- Hungary

by Allan Calhamer

The one Great Power which did not survive World War I has also shown a certain weakness at the Diplomacy table; in both cases, we believe, due in part to her wide-open landward frontiers on three sides.

Recently players of the Italian hand have begun to cooperate with A-H, however, after several games have shown that Italy has great difficulty holding onto the spoils of a defeated Austria-Hungary in the ensuing play with Russia and Turkey. A fine game was played in which an Italian fleet cooperated with Austria against Turkey, while an Italian army passed through Tyrolia and attacked Munich with the aid of an Austrian army.

In another recent game, in which Austria became the biggest power, she played the daring opening 1. Budapest 2. Serbia, 1F.

Albania. Italy expected Trieste to be defended, therefore did not order 2. Trieste, which would have been crushing. Austria followed with (Fall, 1901) 1. Trieste, 2. Serbia S 1F, 1F. Greece; holding everything and building two units.

This sort of play has been attempted many times before, after an agreement has been reached with Italy to vacate Trieste and Venice on the opening move. It has invariably failed due to a double cross by Italy. The new idea was to play the moves in the absence of an agreement, and it worked.

For more secure play with A-H consider the moves (Spring, 1901) 1. Tyrolia, 2. Serbia, 1F. stand. If Italy tries either 2. Trieste or 2. Tyrolia, 1. Venice; her armies do not move. If Russia has not invaded Galicia, Austria can continue with (Fall, 1901) 2. Bulgaria, which assures her of one build (either Serbia or Bulgaria, depending on Turkey's play) and holds Turkey to one build. If Russia has invaded Galicia, and the Austrian 1. has stayed in Vienna due to a standoff with Italy in Tyrolia; then Austria may order (Fall, 1901) 1. Budapest 2. Budapest. These pieces stand each other off, hence 2. stays in Serbia on the Fall, therefore establishing occupation. At the same time, the Russian army cannot move to either Vienna or Budapest. Immediately thereafter A-H can raise an army in Budapest.

The "catch" is that Italy may not order 2. Tyrolia. Then the A-H 1. goes to Tyrolia in the Spring. Now if Russia has invaded Galicia, Austria has a hard choice! If she orders (Fall, 1901) 2. back to Budapest, Russia may not order to Budapest; A-H 2. will move out. of Serbia and therefore not establish occupation of it. If she leaves 2. In Serbia Russia may order to Budapest, thus capturing it.

The improvement is for Austria to contract a treaty with Germany whereby the Austrian 1 and the German 2 (in Munich) are ordered to Tyrolia in Spring, 1901. This prevents Italy from entering Tyrolia, without the possibility that either the German or Austrian pieces will lose their positions. Now if A-H has also played 2. Serbia, 1F stand; the double standoff in Budapest can invariably be played, if the Russians have entered Galicia and Austria is guaranteed one build, even against the combined attack of Italy Russia and Turkey.

likelihood of Russo-Turkish discord, and with a bit of luck they may both support you in Rum. But the odds are bad.

A(Bud)-Ser, the Southern Hedgehog, is much safer. You are now 100% sure of a build, and how many other Austrian openings will give you that assurance against any defence? You have the choice of A(Ser)-Gre, A(Ser)-Bul and A(Ser) does this or that in Rum, according to where you think the next biscuit is coming from. To look further, let's consider the main combinations of the events affecting you: (1) Italy tried for Tri; (2) Italy tried for Tyr, Ven; (3) Italy went to Tyr but not Ven; (4) Russia moved for Gal; (5) Russia didn't ditto; (6) Russia and Turkey seem pally; (7) they don't.

2, 4, 6 - you're in trouble... but how much worse it would have been! Best bet is make friends with Russia and order F(Tri) S ITALIAN A(Tyr)-Ven; A(Ser) S RUSSIAN F(Rum)-Bul ec, builds A(Bud) and hope for the best. 2, 5, 6 - not very likely. You have to judge from Russia's attitude whether to go for Warsaw (heh-heh) or protect Vie, generally favouring the latter.

2, 4, 7 - better! Now Russia's in trouble. Play off both ends against the middle with an excellent chance of getting a second build from Bul or Rum.

2, 5, 7 - better still. A variety of safe, progressive options.

1, any - all the same as above but better: you have interesting extra options now, such as F(Tri)-ADS, A(Vie)-Tri, build F(Tri) - not often but when things look right. If in Galicia you have Russia really worried, since you don't need to defend Vienna. 3, any - Won't happen often, but fun when it does! You can afford to stand in Ven making loud braying noises while Italy wonders what the hell to do next.

Obviously, as always, the tactical finesses are dependent on the diplomacy, and the above is open to many variations. me, I'm convinced, because the opening guarantees Austrian survival until 1903, which allows time to sow discord among the enemy. And if, as you should, you enlist the help of one German army (which will be willingly given by any intelligent Germany) you have nothing to fear.

*First published in **Dolchstoss** No.47 (November 1976)*

Austria for Experts

by Toby Harris

After the Worldwide acceptance of the internet, the hobby's postal dip zines declined faster than a K-Pg extinction. Not that I am so bothered about the end of an era, but in the transition to new communication methods the Diplomacy hobby did throw a couple of babies out with the bathwater. For example, every good postal Dip zine would include regular strategy articles. Such as a "how to play ...[country]" or "know your enemy", or "How to improve ze 50/50 Guess". (And the 50/50 guess has its own story).

Starting as we always do in the English hobby, with Austria ...

There is No Right or Wrong

This is the first thing to understand. Not just about Austria, but as any country in Diplomacy. If you play the "best" moves every turn then you will probably be eliminated. The reason is that one (relatively basic) way of playing Diplomacy is to always ask yourself "what is that player's 'best' move? And what is this player's best move?" etc. And then just make your own moves to counter those best moves. A better player will already know this and make the moves which counter those counter moves ...and then the thought-spiral begins.

So, these articles will never tell you the best moves. But they will give suggestions as to the best goals and positions to aim for. And this is a very different concept.

The First Move — The Hedgehog?

Too many early postal Dip zine articles focussed on survival in Spring 1901. If you want to merely survive then you have probably come to the wrong web page.

Oh ... you have Andrew Goff as Italy and Cedrille threatening a Juggernaut? Ok, perhaps "Spring 1901 survival" needs to be covered.

If Diplomatic suggestions fail then Tri-Ven, Vie-Gal, Bud-Ser will assure you a guaranteed build (unless Germany moves Mun-Boh). In extreme situations I would

entertain this “Hedgehog” opening, as it was traditionally named. Some even called it the Galician Hedgehog. Either way it spikes out in all directions by way of defence.

And perhaps the aforementioned suite of neighbours would give me cause to consider this opening. Yes, you must survive 1901 intact to stand any realistic chance of grabbing a table-topping position (or an 18) at the end.

If this is your opening, never be duped by Turkey into a bounce in Greece in the Fall. Otherwise, you will take Greece as Turkey has a free ride into Bul & Ser for two builds. If in doubt, order Ser-Bul and turn that prickly hedgehog of yours into a porcupine. Nobody should be upset with a paranoid Austria fighting off the vultures. Not that lies ever help, but for a 1901 Austria ...survival is worth more than the truth.

And finally regards the Hedgehog opening, F(Tri) must move to Albania in Fall 1901, so that you can secure Greece in 1902. How you choose to move A(Vie) (which presumably bounced in Gal) is another matter — work with Italy or Russia. Or tell Italy you will be covering Trieste regardless and then bounce Gal. Doesn't really matter: F(Tri) - Alb in Fall 1901 is the key move.

Lepanto & Key Lepanto

The Lepanto is basic; Italians hold in Venice, convoy to Tunis, build F(Nap), move to ION & EMS and convoy to Syria in Fall 1902. Meanwhile Austria keeps pressure on areas like Gal / Rum / Bul etc. All rather basic stuff, but we do see it in many (or even most) games.

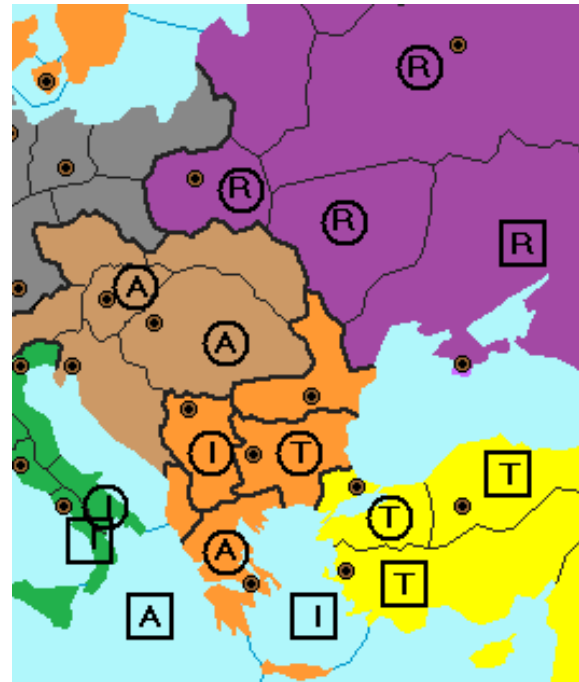
More creative is the Key Lepanto, named after creator Andy Key, which has a few variances. So, let's dive in with the most powerful of all. Unfortunately (with the Italy / Austria alliance) ... power costs. i.e., the more effective the move, the more essential the trust and the more costly it becomes if that trust becomes broken. So here it is:

Ven-Tri - Ser, Nap - ION - AEG, Rom - Apu - hold

Tri - Alb - ION, Bud - Ser - Gre, Vie - Gal - Gal

As Austria, you need to convince Turkey after the Spring that you have just been stabbed for Trieste. And that he should bounce Russia from both BLA & Rum in the fall. If he can be suitably persuaded, then

1901 (after the builds) should end something like this:



You then just follow guaranteed moves. Such as supporting the Austrian fleet to EMS, following up to ION. A Turkish centre or two will be plucked in the Fall, with the rest of the booty to follow. The only two rules here are (a) don't lose Gal to Russia and (b) play “fair shares” with Italy ... stay on roughly equal centres throughout your alliance.

Long term this is a good path to take. However, a super-dangerous Turkey will order Bul-Ser in Fall 1901. Turkish Bul-Ser kills all Lepanto variations which involve Italy moving Tri-Ser in the Fall. So I will not dwell on this variant too much.

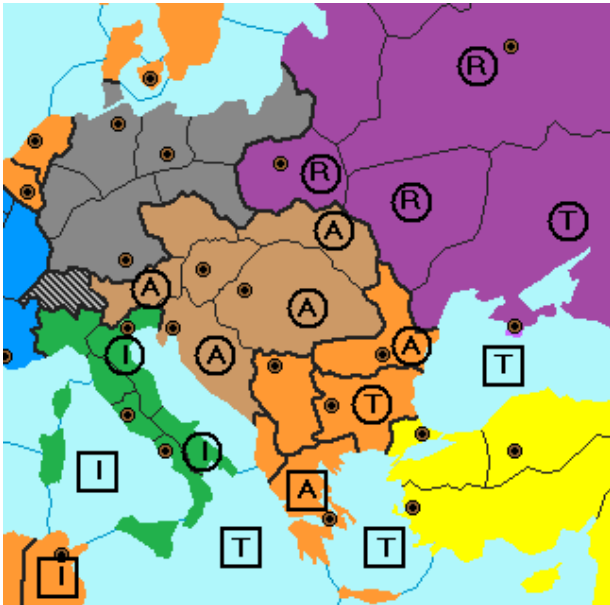
Working With Turkey

An alliance with Turkey is actually the easiest of all to make work. Austria builds armies, Turkey fleets — we all know that part. And the interesting starts, such as Bud-Rum which then supports Turkish A(Arm) - Sev. It's a great alliance structure in principle, and I am a big fan (when playing either country). Going back to the Manorcon 1980's and early 1990's, these alliances were all the rage.

The late (and very great) Bob Kendrick played Austria in an A/T alliance regularly, and it was very rare any Turkey would get the better of him in a mid-game stab. And that's the point. Don't lose ground by moving everything north. Do that and you're

dead! Turkey will always be that thorn in the side, but it is a manageable issue if you work together and keep two armies covering your home ground. Or ... to get every single Turkish army well away from the Balkans. It is do-able but requires trust and a long-term agreed goal based on pure honesty.

All being well, you can be in this position in Spring or Fall 1902;



Lots of ideas from here — the alliance is well underway. Perhaps suggest that Turkey convoys to Apulia, and the F(Gre) supports F(ION) to ensure the convoying F(ION) is not dislodged. If Italy moves to Nap then Turkey gets his convoy. Either way, any support Italy can give to Venice is cut ... and Hey Presto! The Russian stand-off is a temporary classic situation. And even when that falls, Turkey can only take Moscow. So, you may be wise to consider Turkey “breaking through” in Italy as a precedence. Give Turkey every help to get those fleets through the Med!!

Working With Russia

Spring 1901 is a time of trust. How many times (forget you are playing Austria for just one moment) have you approached a player in S1901 in a game and heard them say: “I just want to start slowly, don’t want to attack anybody ...”? Often? Most of the time? Almost always? Ok, play on this — it is a weapon.

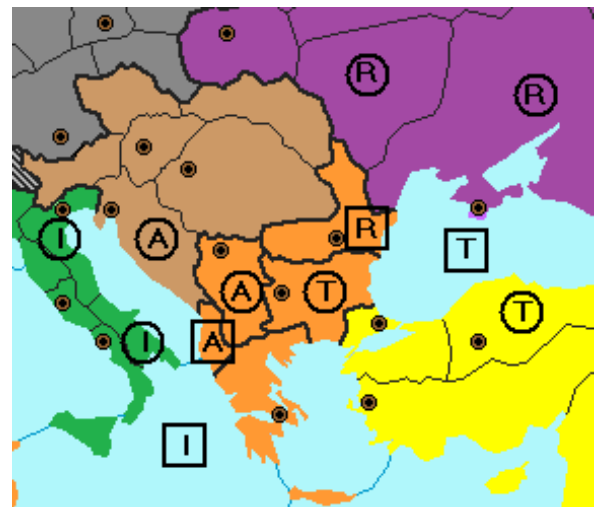
You could (for example) say the following to Russia in Spring 1901 ... “Ok, I will stick my

dick in the guillotine and trust you. I will not move to Galicia. We both have so many more interesting things to do anyway. Can we trust each other to keep Gal a DMZ?”

Russia has many more interesting things to do with the army in Warsaw anyway. Silesia (for example) usually has a 50/50 on Ber/Mun and spices up the game massively! Ok, so it’s not so pleasantly spicy for Germany, but that’s not your problem ... is it?

A more placid Russia may wish to consolidate, just now imagine yourself as Russia where you are 100% certain Austria will not move to Gal. What would you do? There are many choices; a stab (War-Gal) is just one, but not necessarily the most attractive. Why upset Austria when you can get a better start with other combinations?

So, I love the Galicia DMZ. It works well for both Austria and Russia. And it gives your Austria an option on covering Trieste ... just in case he happens to be Australian. 😊



When playing Austria, this is a dream Spring 1901 opening. But what to do now?

Beyond 1901

Is there such a thing as a normal game? It becomes VERY hard to write a good mid-game strategy article for any country unless every move combination is considered. So, back to the beginning; there is no right or wrong, and every move can be thwarted.

Back to 1997 and forward to 2015 ...

Rank	FirstName LastName	Loc.	Nat.	Score	R1	R2	R3	R4	R5	Award	Best Country	Top Board			
												Name	Rank	Country played SCs	
1	Cyrille SEVIN	FR	FR	97	49	2		48	48	1		A	1	Turkey	9
2	Roger EDBLOM	SE	SE	90	2	55		35	22		1	A	2	England	7
3	Borger BORGERSEN	NO	NO	87	12		38	49	10.5			A	3	Russia	6
4	Toby HARRIS	GB	GB	137	4	26		37	100	1					

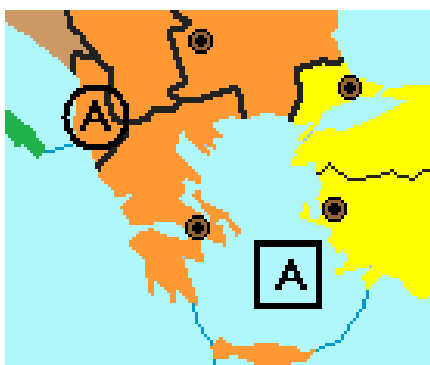
What is this from WDC 1997? 4th place with 137 points, being less-worthy than the crown-grabbing Cyrille on a meagre 97 points? Ok, we already had that “chat”. Indeed, shortly after this tournament I played in a ‘friendly’ email game with Vick Hall and Cyrille. Vick’s propaganda opening to Cyrille in that game was something like; *“Toby thinks you are an unworthy WDC winner, in getting less points but still grabbing your precious crown”*.

Ok, perhaps not the exact words, but worthiness certainly came into it.

The top 3 places (in this tournament) were reserved for the top table, and I never got there from R1-R4 scores. But in R5 I was Austria. “Best Austria” in fact. It was the only 18 of '97.

WDC 2015 (round 3) also gave me a favourable Austria. Was 18 in 1907 possible? Yes, definitely. Was it probable? No. An 18 is never probable. The 18 above in 1997 was not probable either. I will come back to that — some luck and (more importantly) some serious propaganda is required to get 18 in 1907. But this year I had another crack at it. A soft end-game was agreed; at that stage a place in the final was my only priority, and I didn’t want to enter the final as the ruthless bastard who had stabbed to get there. 18 was unnecessary.

This 2015 WDC game is quite relevant because the “shape” of my mid-game Austria was the same as in 1997. Yes, it was exactly the same. There are only two units that matter ...



Albania

A(Tri)-Alb in Spring 1902 is usually an easy thing to do. So, just do it. The mistake that most players make is to “move” the army. Don’t move it. Never! There is one exception only, which I will come back to.

AEGEAN

Getting into Aegean is easier than you think. Just ask the Italian F(ION) for support, under promise that you will support their F(ION) - EMS and onto Smy afterwards. Or dupe Turkey somehow. You will get there — one way or another.

And once you are in Aegean ... Don’t move it. Never!

Heard that before? Ok, see the map again. This is it. It is so simple:

When to Move?

OK, here are some obvious “DO NOT” moves:

- Do not move F(AEG) - Con
- Do not move F(AEG) - Bul/sc
- Do not move F(AEG) - Smy

The only time to move F(AEG) is to ION. And ... only if a stab on Italy becomes the right thing to do.

And only ever move A(Alb) if it can convoy to Apu or Nap.

... which means that F(AEG) is already in ION!

Alb & AEG ... always my targets as Austria. If you cannot get both then get one. Alb (for example) deters Italy from an attempted convoy out of boredom. Just sit there and relax.

The End Game

Your end-game position will vary massively according to which countries you allied with or attacked in the early game. Furthermore, there are two end-game targets; the first is to be thinking about the 18 centres, which (almost always) comes with the tournament’s “Best Austria” prize and a treasured place in history that you have

achieved a perfect score. Even if you miss the 18 by a couple of dots, you at least had a go — the more times you try for an 18 the closer your chances of one day achieving it.

The second end-game target is to top the board, and this can be with anything from (realistically) 8 centres upwards. This goal requires a slightly different strategy; control instead of greed.

Actually, there is a third end-game target; reducing the number of other players in the final draw. Being in the only 7-way-draw of WDC 2014, I am probably the least qualified player in the World to comment on how to reduce draws to two or three survivors. So let's start with the 18 centres; everybody loves the shriek of "Dix-huilliiiiiiiiiiiiiiiiiiiiit!"

18 Centres

With the exception of an infinite-length (or at least 1912) game, getting 18 centres with Turkey as your ally (or even alive) is near impossible. So I believe that in a 1907 - 1908 length game, to ally with Turkey means that you are accepting from the start that there is no chance of 18 and are instead playing just to top the table at game-end. No shame in this; it is an equally viable end-game result, and nobody realistically 'expects' to get an outright win by 1907 before the game has begun.

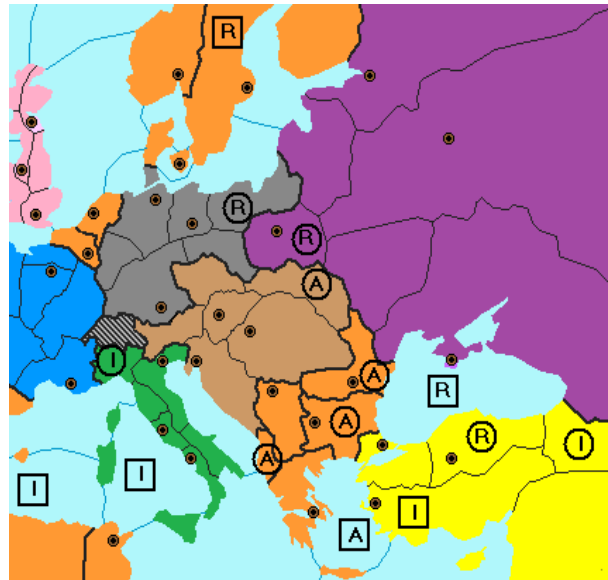
And that means to get 18 centres your early ally is Italy or Russia (or both), and Turkey the first victim. You already know your target: Albania & Aegean. Don't worry about getting your share of Turkish centres; A(Alb) & F(AEG) is reward enough, and the centres will inevitably follow. Bulgaria at least.

As the life departs from Turkey's final centre, you will be talking to both Italy & Russia about the next campaign. Typically it will involve Italy heading towards France, Russia towards England and yourself towards Germany. Whilst all the while the southern position remains in a state of fair balance. And this is where you must plan carefully ...

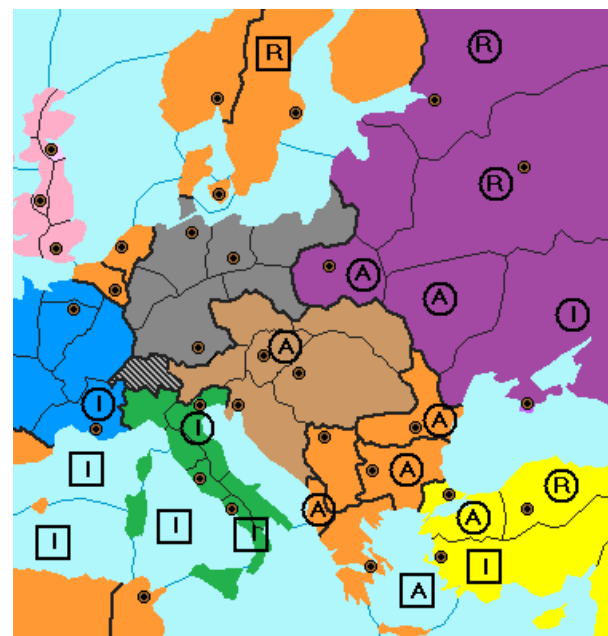
Working with Italy

To stab Russia, you need armies to move to Rumania and Galicia to begin with. Galicia is easy enough; you can get there from Bohemia. i.e., long after you have made your move against Germany. But Rumania requires an army from the Bud / Ser / Bul region. So if you have already moved everything north too quickly, you will never

get another crack at stabbing Russia. You will also most likely need Italy's help against Russia in the Turkish homeland. There is no point taking Rumania & Galicia if Russia has safely annexed the entire Turkish region. So here are two positions to aim for if you work with Italy:



If you get this right, Russia will be ripped apart from the insides, with Italy heading towards France at the same time. It is a very short step from here to this position:



To wrap things up from this position to a chance of 18 ...

Invite Italy to move F(Smy) to EMS, to "help pull through" your armies in order to take Ankara. His fleet can do nothing, so an army is needed in Smyrna. Your fleet remains in

AEG (don't forget this — this golden rule never changes!) by supporting Con-Smy or Bul - Con. And you invite Italy back into Smy when you support Smy-Ank thereafter.

Meanwhile you work with Italy against Moscow and push any new builds into the appropriately named Barren Zone. I haven't heard this term for many years, but it describes the Tyr / Boh / Sil / Pru region which is barren of any centres.

Once you have this position, you can take out Italy's units in Russia & Turkey and (hopefully) move F(AEG) - ION all at the same time.

Now all this does assume a fairly gullible Italy. Some will want an extra unit in the Turkish region or may well cover ION at all times. But once Russia is all but eliminated in the South, there are still six or seven viable Austrian units verses Italy in the East. And no Italy can withstand the Austrian onslaught when it eventually comes.

If you time this right, France will be guarding and/or re-taking Spain & Marseilles at just the right time, leaving Italy back where she started ... home centres + Tunis!

This should leave you with 13 centres: Home, Turkey, 3 Russia and the Balkans.

The grab for 18 comes from all 4 remaining Italian centres (a race with a "damaged" France), for which you will probably need a second fleet, and a grab at Mun and/or Ber.

Now I never said this was easy or guaranteed. But it is your best chance, and possible.

Working with Russia

Hopefully there will not be too much melodrama as Turkey is slain from your three-way with Russia & Italy. You know the kind of thing ... like the hydra's tail ("Jason & The Argonauts") having one final rattle as life departs.

The key to the stab on Italy is the "free ride" into Venice. Often your Austria will have kept Trieste vacant all game (by way of a goodwill gesture to Italy), so the way around this free passage to Venice is when you push into the Barren Zone, making sure that you take Tyrolia. Either way, you take Venice by a walk-in or via a supported attack from the Tyr / Tri move combo.

And that has to coincide with AEG-ION (time to move this fleet at last) AND Russian cooperation over relieving Italy of his ill-gotten gain of Smyrna.

In simple terms: do not just stick the knife in, give it a twist as well!

The important thing is that as Italy loses Venice & Smyrna, they make no further gains against France, meaning they have to disband one or two units. The important thing about any stab is the wonderful "gift" of disbands for your victim.

On many occasions, when you take Venice (if a gift, rather than a supported attack), you have the free passage to Rome straight afterwards, and a grab at convoying Alb to Naples or Apulia as well. Alb? Yes ... didn't I tell you to keep this army there all game? Well, now it is time to move it. It has served you well this far, but now its *raison d'être* has come alive.

Stabbing Italy should be a quick process. If timed correctly, and with the right propaganda lie at the right moment, you can have them down to one centre (or eliminated) within just two to three moves!

No matter how you do this, taking an 18 however will require a stab on Russia at some point. So, you will need to keep a beady eye on the key centres & provinces; how to slip into Rumania & Galicia, and how to annexe Turkey. Once Russia loses their foothold in Turkey, Armenia is just one step away and everything as far as Moscow can become yours by the end game.



18 or a Few Centres Short?

Unfortunately, an 18 centre win is usually not in your control when playing Austria. This typically depends on the competence of the others playing E/F/G. That's because

you will need one of Mar, Spa, Mun, Ber or StP to take an 18. And long before you get there, the others should smell a possible 18 and take the right steps to stop it.

What you can do however is increase your chances. And this is where Diplomacy (rather than strategy) comes in. Many players struggle when their supply centres get above ten centres. So many units to write! Mustn't miss-order! Take it nice and easy. As soon as the new position is announced each season, write down every unit you have. Before you do any Diplomacy. Just write down where they are, check them and then start the diploming.

This process will not only help you to avoid a miss-order when it comes to writing down your orders, but it will save you time as you approach the deadline and act as a pointer throughout your diplomacy sessions.

Secondly, you must talk with every player every season. More important now than ever! What you are looking for is the weak link. The one player who is perhaps the least happy with the resistance against you — they are the one receiving the least from the arrangement or have the most potential by doing something different. Quite often this will be England. Stuck behind the stalemate line, with many centres (such as Belgium, Holland, Denmark, Brest etc) wide open for the taking.

To suggest that they “grab what they can for themselves” in this day and age is perhaps a little amateurish. Take it slowly. Firstly, work them towards a “position”, so that their units are well poised to make a huge stab if they wanted to. This is rather like Spring 1901 when you want Germany to bounce Russia from Sweden; don't be so bullish as to ask for it. Just ask Germany to open to Denmark to keep their options open for the Fall. Most Germany's will go along with that much at least. Then they have the possibility to make the bounce in the Fall should the move take their fancy.

So what you are asking for here is that England keeps fleets in key spaces, such as ENG & NTH. Eventually (and hopefully) there will be far too many goodies open to England for them to resist. But as a final sweetener, ask England what you must do in order that they make the stab. And then honour this promise. All being well it is a race to 18 that you cannot lose. Once

relations in the north have broken down, the stalemate line falls.

After Turkey, I believe Austria is the 6th hardest country to get an 18 with. And there are lots of reasons for this. Firstly, the northern countries have an easier quest for an 18 than those in the South. For example, Tunis is easier to take from the north than Marseilles or Spain is from the South. And Italy has ten times the potential of an 18 than Austria, being so much closer to those stalemate line centres from the start of the game. And it is so difficult to get that 2nd or 3rd fleet for Austria; and when it is built, Trieste is a million miles from Marseilles anyway. So in reality, Austria's 18 often doesn't come with the help or benefit of any additional fleets. I never built a 2nd fleet at WDC 1997; it was an army grab at Mun / Ber in the end which swung it.

The other plan to get to 18 is via what I would only describe as the crazy long-term alliance. Working with any one or two neighbours (and it really doesn't matter which) and pushing way beyond the stalemate line before any stab is made. These alliances end in an 18 far more frequently, but are better suited to the 1912+ games, which are unheard of outside mainland Europe. So, game length will play a massive part in the strategy you take towards the 18 centres.

In my view, the key to playing Austria remains the stationary army in Albania in Spring 1902, and the fleet in AEG as soon as is feasible. The power of these two units is massive.

Reprinted from The Diplomatic Pouch (Fall 2015).



Some Thoughts on Austria

by Andy Lischett

Ken Iverson recently wrote and sent me an article for *Cheesecake* ranking the value of the spaces on the Diplomacy board based on their proximity to supply centres, non-supply centres and sea spaces, which coincidentally with your announced Austria issue got me to wondering why Trieste, Budapest and Serbia did so well in Ken's rankings - in the top five of 75 spaces -while in actual play Austria stinks.

Some ideas on why Austria stinks, especially early.

1: Austria has 4 close neighbours to attack it. Russia and Germany have only 3 (England is beyond a lot of water, and Italian attacks on Germany through Tyrolia in 1901 are very rare), while Turkey, France and Italy have 2, and England has none.

1-B: Therefore, each of those neighbours has 3 potential short-term anti-Austria allies, rather than 2 or 1, so if Turkey won't join Italy against Austria, probably Russia will, and then Turkey will pile on.

2: And Austria is a tempting target. As Ken's rankings show, Austria's starting spaces are valuable in the long run, and its neighbours know that.

3: Next, Austria stinks partly because Italy stinks. With no allies, Italy's other potential 1901 targets - France and Germany - are poor targets, and to attack either one leaves Italy open to Austria.

4: Austria starts 1901 with "F Tri." Ugh. Right off the bat Trieste is stuck with a fleet that cannot support any of its other centres and annoys Italy. Also, Austria is the only power with just one seaport/shipyard. To build a new fleet later, Austria must again forego the support an A Tri could give to the rest of its units.

5: This last one is psychological. Part of Austria's trouble is that its armies and fleets are bright red: attractive and threatening at the same time. Set up the board. Leave the room for a while to reset your brain. Return to the board and the first thing you see are violent red armies on your border.

Now, switch colours for Austria and Russia. Red Russia is now the villain and snow-covered Austria is invisible.

Next, put those snowmen back in Russia and swap Austria's blood red units with England's calming blue and everyone will be Austria's pal. Turkey will invite a blue army into Bulgaria for coffee, and Germany will introduce Austria to his sister. Note that the reverse is not true. Blue looks trustworthy in Austria but in England - hiding behind the North Sea and the Channel - it just looks sneaky. (And imagine how scary England would be with red fleets!)

Finally, nothing to do with Austria, but while you're moving things around, switch Germany's evil black with Italy's eco-friendly green. Who could object to Germany planting maple trees in Belgium?

As for playing Austria, write to everyone right away, and quickly pick a target for 1901. Most Diplomacy players get overwhelmed with choices in 1900 and want to "see what develops," but if Austria waits she will instantly be on the defensive. Probably sometime, somewhere someone has analysed Diplomacy game results to show that if Austria survives to 1904 with more than 3 centres it will win 45% of the time. I'm making those numbers up, but suspect that if Austria makes it to the mid-game it's got as much of a chance as any other country.

SA: Thanks for the contribution, Andy!

I'd never thought about the psychological impact of the colour of the units - but now you mention it, Germany is a rather sinister Black. In the UK sets Russia is a rather fetching Lilac, which seems very friendly to me.

I suppose the fact that Austria may start the game sitting on some "valuable" spaces is the reason why it is so vulnerable. We have defined valuable spaces to be basically supply centres which border lots of other spaces - but the very fact that they border so many spaces are what makes them hard to keep. Additionally, A-H's home SCs are densely packed compared to other nations and thus harder to defend.

I completely agree that Austria is not a good country to play if you want to sit on the fence. Better to have a strategy, stick to it, and if you get eliminated early, well at least you tried.

Collapse of the Dual Empire II

by Richard Wein
with modifications by
Stephen Agar

This Diplomacy variant for six players recreates the revolution/civil war in Austria-Hungary which began in 1918. The participants in the war are the Germans, Magyars, Czechoslovaks, Serbo-Croats, Rumanians, and Poles of Austria-Hungary. (The divisions of the map, except for the external Austro-Hungarian border, represent racial, not political boundaries.)

The complexity of this game is that initially players must manage two political factions within their own race who refuse to support each other and therefore balance territorial expansion with the need to sort out their own internal politics.

The Rules

1. Except as noted below, regular Diplomacy rules apply.

2. No fleets are used. However, there are three types of armies. Each race has Communist and Democratic armies; the Germans also have Imperialist armies. All races may build Communist and Democratic armies, but only the Germans may build Imperialist armies.

Home Centres

Czechs / Slovaks: Pra; Boh; Mor; Slo

Germans: Upp; Sty; Vie; Sar

German Imperial Centres: NSu; Sil; Pec; Crp; Ban

Magyars: Bak; Bud; Pes; Mak

Poles / Russians: Kra; Pre; Lem; NBu

Rumanians: Sat; WTr; Ora; ETr

Serbians / Croats: Tri; Cro; Sar; Sub

3. Each movement turn represents one month. The first movement turn is October 1918. Before this, in September 1918, there is a deployment turn, in which each player deploys his units in accordance with rule 4. Every third month beginning with December 1918, a build turn occurs, i.e. October

(move/retreats). November (move/retreats), December (adjustments) and so on.

Initial Placement

4. Each race begins the game with two communist and two democratic armies. The Germans also have five Imperialist armies, one of which must be placed on each of the five Imperialist Home supply centres on the board. Communist and Democratic armies may be placed anywhere within the racial boundaries of the owning race, with the following restrictions.

a. Armies may not be placed on neutral supply centres.

b. Communist armies may not be placed on democratic home supply centres; likewise, Democratic armies may not be placed on communist home supply centres.

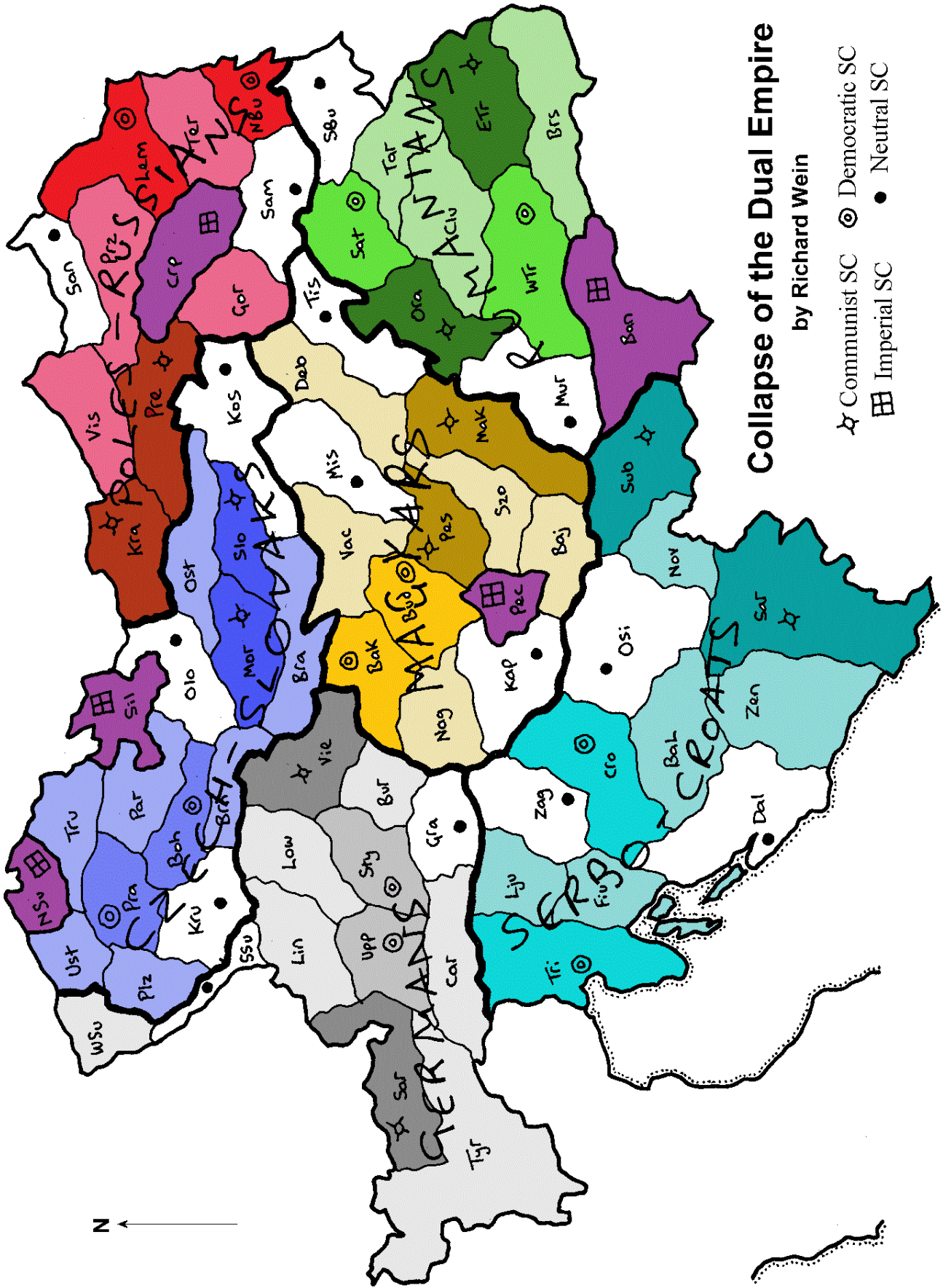
Political Alignment

5. Only Communist armies may be supplied by supply centres which have been captured by Communist armies; only Democratic armies may be supplied by supply centres which have been captured by Democratic armies; only Imperialist armies may be supplied by supply centres which have been captured by Imperialist armies. Armies may only be built of the type which is in control of the supply centre in which they are being built. If, at the beginning of a build turn, an army is in any supply centre controlled by another type of unit of the same race, control of the supply centre goes to the occupying army. Home supply centres may be captured by other types of armies belonging to the same race and thus change their political allegiance.

6. Communist armies must be built in communist home supply centres; Democratic armies must be built in Democratic home supply centres; Imperialist armies must be built in Imperialist home supply centres.

7. Communist armies may not support or be supported by democratic armies of any race. Imperialist armies may support or be supported by any armies.

8. At the beginning of any month any non-German player may declare themselves thenceforth to be either Democratic or Communist, at which point any units they have which are of the opposing faction will go into civil disorder. In any event, if, at any time, the number of Communist armies in



Collapse of the Dual Empire

by Richard Wein

★ Communist SC ⊙ Democratic SC
⊠ Imperial SC ● Neutral SC

any race exceeds the number of Democratic armies in that race, or vice-versa, by three or more, the armies in the minority go into civil disorder (the normal rules for armies in civil disorder are used). This rule does not affect Imperialist armies in any way.

Victory Criteria

9. Any player wins the game if they control all supply centres within their racial boundaries and control 20 supply centres in total. However, non-German players who have declared themselves Communist or Democratic only need 17 centres for victory (which includes supply centres supporting civil disorder units of their own race).

10. The following abbreviations should be used for the different types of armies:

CA. = Communist army.

DA = Democratic Army.

IA = Imperialist army.

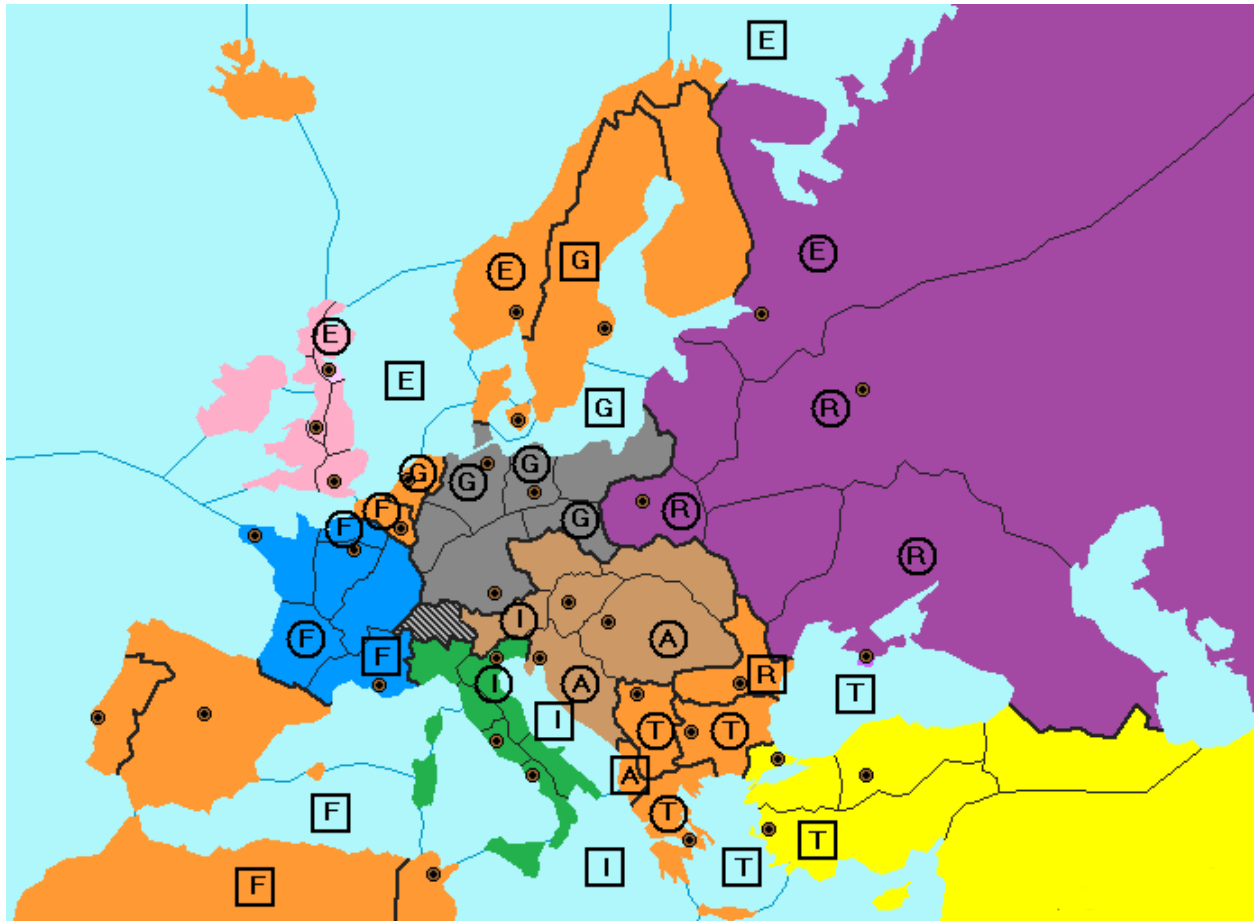
11. The normal Diplomacy rule that a unit may not dislodge another unit of the same country only applies within the types of armies. For example, a German Communist army may not dislodge another German Communist army, but it may dislodge a German Democratic army or a Rumanian Communist army.

12. The abbreviations on the map stand for the following provinces:

Baj = Baja
Bak = Bakony
BaL = Banja Luka
Ban = Banat
Boh = Bohemia
Bra = Brasov
Bra = Bratislava
Brn = Brno
Bud = Buda
Bur = Burgenland
Car = Carinthia
Clu = Cluj
Cro = Croatia
Crp = Carpathians
Dal = Dalmatia
Deb = Debrecen
ETr = East Transylvania
Fiu = Fiume
Gor = Gorlice
Gra = Graz
Kap = Kaposvar
Kos = Kosice
Kra = Krakow
Kru = Krumlov
Lem = Lemburg

Lin = Linz
Lju = Ljubljana
Low = Lower Austria
Mak = Mako
Mis = Miskovec
Mor = Moravia
Mur = Mures
Nag = Nagykanisza
NBu = North Bukovina
Nov = Novi Sad
NSu = North Sudetenland
Olo = Olomouc
Ora = Oradea
Osi = Osijek
Ost = Ostrava
Par = Pardubice
Pec = Pecs
Pes = Pest
Plz = Plzen
Pra = Prague
Pre = Presov
Prz = Przemysl
Sal = Salzburg
Sam = Sambor
San = San
Sar = Sarajevo
Sat = Satu Mare
SBu = South Bukovina
Sil = Silesia
Slo = Slovakia
SSu = South Sudetenland
Sty = Styria
Sub = Subotica
Szo = Szolnok
Tar = Targu Mures
Ter = Ternopol
Tis = Tisza
Tri = Trieste
Tru = Trutnov
Tyr = Tyrol
Upp = Upper Austria
Ust = Usti
Vac = Vac
Vie = Vienna
Vis = Vistula
WSu = West Sudetenland
WTr = West Transylvania
Zag = Zagreb
Zen = Zenica

Note: This revision allows players to declare themselves democratic or communist and introduce different victory criteria based on that election. It also allows home centres to change their political allegiance. I changed the names of the following spaces: Banja Luka used to be Bosnia; Zenica used to be Herzegovina; Kracow used to be Teschen; Presov used to be Krakow. (Stephen Agar).



All The Madmen (23BB) Autumn 1902

AUSTRIA-HUNGARY (Neil Kendrick)
A(Vie) - Tri; A(Bud) s A(Vie) - Tri; F(Alb) s A(Vie) - Tri (CUT)

ENGLAND (Lindsay Jackson)
A(StP) - Lvn (FAILED); F(BAR) s A(Nwy) - StP;
A(Nwy) - StP (FAILED); F(NTH) Stands

FRANCE (Mike Benyon)
A(Pic) s A(Bel); A(Bel) Stands; A(Gas) Stands;
F(MAO) - Naf; F(Spa) sc - WMS

GERMANY (Toby Harris)
F(Den) - Swe; F(BAL) s F(Den) - Swe; A(Hol) - Bel (FAILED); A(Boh) - Sil; A(Ber) s A(Boh) - Sil

ITALY (Colin Smith)
F(ION) - Alb (FAILED); F(Apu) - ADS; A(Rom) - Ven; **A(Tri) Stands** (DISLODGED TO Tyr)

RUSSIA (Simon Billenness)
A(War) - Mos; A(Gal) - War; F(GoB) - Lvn (FAILED); F(Rum) Stands; A(Sev) s A(Gal) - War (MISORDER)

TURKEY (Neil Duncan)
A(Ser) s A(Gre); A(Gre) s A(Ser); A(Bul) s A(Ser); F(BLA) s A(Bul); F(Con) - AEG

Autumn 1902 Adjustments:

A: Tri, Bud, Vie = 3; No change.
E: +StP, Nwy, Edi, Lon, Lpl = 5; Gains 1. Builds A(Edi).

F: Bel, Por, Spa, Bre, Mar, Par = 6; No change. Builds F(Mar).

G: +Swe, Hol, Ber, Den, Kie, Mun = 6; Gains 1. Builds A(Kie).

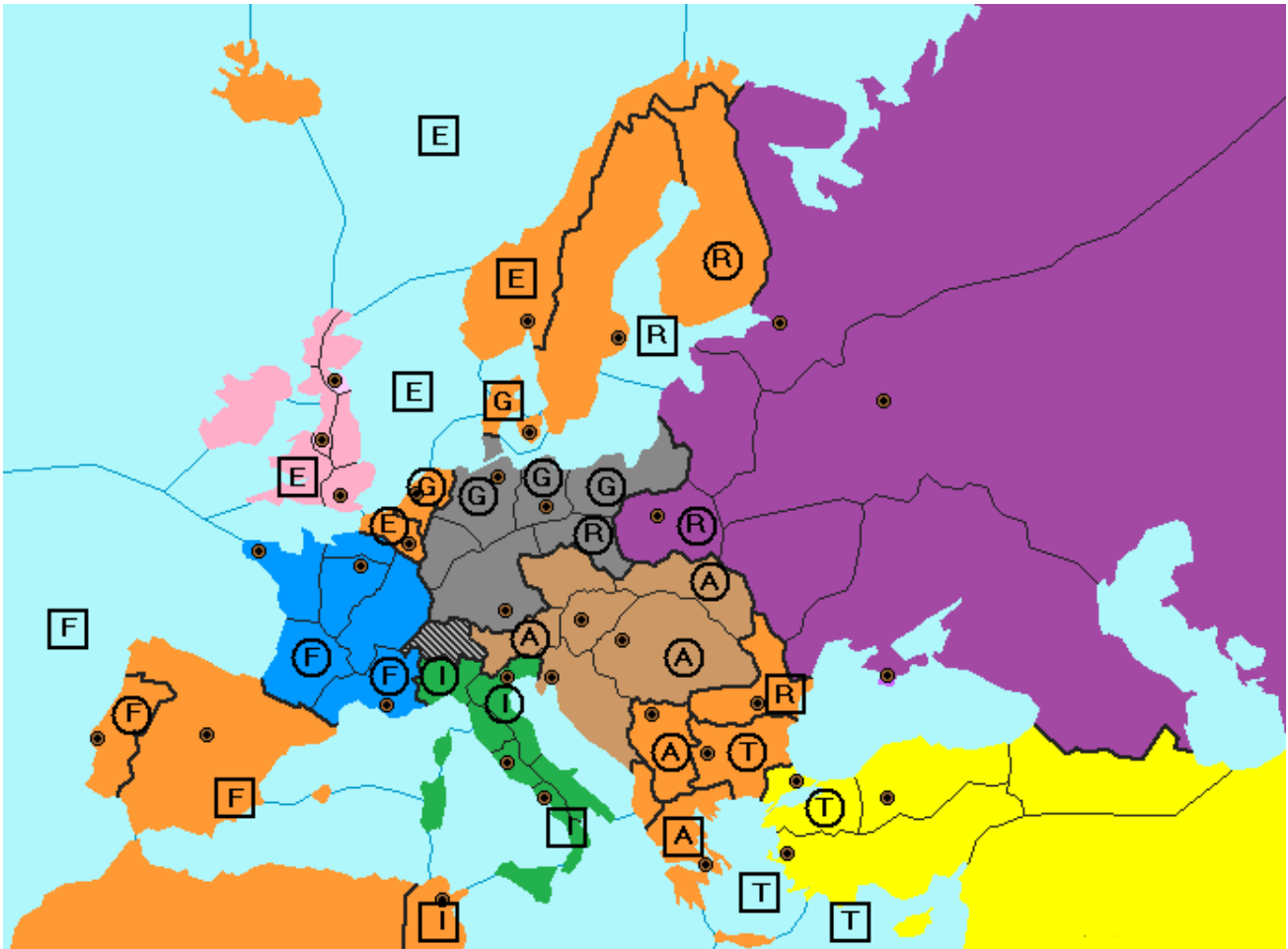
I: Ven, Tun, Nap, Rom = 4; No change.

R: Mos, War, Rum, Sev, -StP = 4; Loses 1. Removes F(GoB).

T: +Ser, Gre, Bul, Ank, Con, Smy = 6; Gains 1. Builds F(Smy).

Press:

USA to Europe : Germany pulling French and English puppet Strings. Russia Faces western European Onslaught. France eyes the Med. Turkey enjoys the freedom given by the spikey hedgehog. Italy tries to enjoy an historic stay in Trieste.



“Blackstar” (23BC) Spring 1902

AUSTRIA-HUNGARY (Scott Camplin)
A(Bud) s A(Vie) - Gal; A(Vie) - Gal; F(Gre) s
ITALIAN F(Tun) - ION (MISORDER); A(Ser) s
F(Gre); A(Tri) - Tyr

ENGLAND (John Galt)
F(Lon) - Wal; A(Bel) Stands; F(NTH) Stands;
F(Nwy) s GERMAN F(Den) - Swe; F(Edi) - NWG

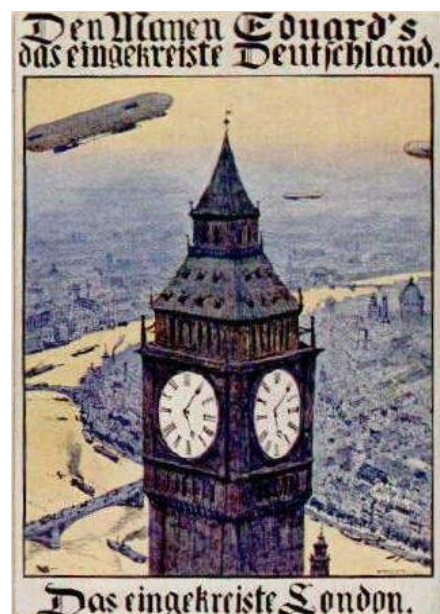
FRANCE (Paul Milewski)
A(Mar) - Pie (FAILED); A(Por) - Spa (FAILED);
F(Spa) sc - WMS (FAILED); F(Bre) - MAO; A(Par) -
Gas

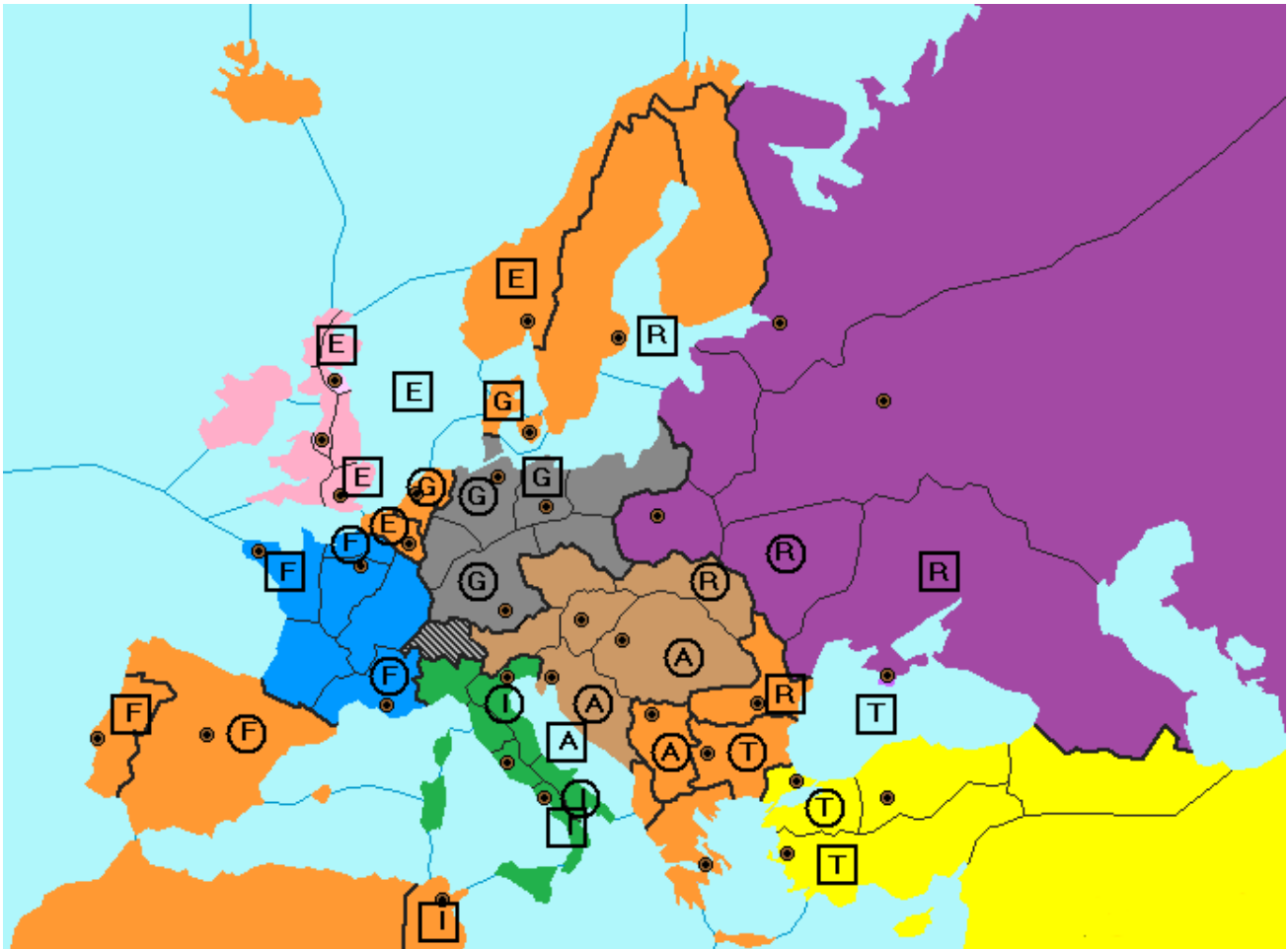
GERMANY (Hans Swift)
A(Pru) - Lvn (FAILED); A(Ber) - Sil (FAILED); F(Den)
- Swe (FAILED); A(Hol) Stands; A(Kie) s A(Hol)

ITALY (Derek De Rooy)
A(Ven) s AUSTRIAN A(Tri) - Tyr; A(Pie) - Mar
(FAILED); F(Nap) - ION (FAILED); F(Tun) - WMS
(FAILED)

RUSSIA (Hugh Polley)
F(GoB) - Swe (FAILED); F(Rum) s TURKISH A(Bul);
A(War) - Lvn (FAILED); A(Fin) s F(GoB) - Swe; A(Sil)
- War (FAILED)

TURKEY (Kevin Wilson)
A(Bul) s RUSSIAN F(Rum); A(Con) s A(Bul); F(AEG)
- ION (FAILED); F(Smy) - EMS





“Candidate” (23BE) Autumn 1901

AUSTRIA-HUNGARY (Gavin Begbie)
A(Vie) - Tri; F(Tri) - ADS; A(Ser) - Gre (FAILED)

ENGLAND (Paul Simpkins)
F(NTH) c A(Edi) - Bel; A(Edi) - Bel; F(NWG) - Nwy

FRANCE (Richard Jackson)
F(MAO) - Por; A(Gas) - Spa; A(Pic) s ENGLISH
F(NTH) - Bel (MISORDER)

GERMANY (Jason Finch)
F(Den) - Swe (FAILED); A(Kie) - Hol; A(Ruh) - Mun

ITALY (Dominic Braithwaite)
A(Tyr) - Ven; A(Apu) Stands; F(ION) - Tun

RUSSIA (Joseph Stark)
F(Sev) - Rum; A(Ukr) s F(Sev) - Rum; F(GoB) - Swe (FAILED); A(War)-Gal;

TURKEY (Paraic Reddington)
A(Bul) - Gre (FAILED); A(Con) - Bul (FAILED);
F(Ank) - BLA

Autumn 1901 Adjustments:

A: Tri, +Ser, Bud, Vie = 4; Gains 1. Builds A(Bud).

E: +Bel, +Nwy, Edi, Lon, Lpl = 5; Gains 2. Builds F(Lon), F(Edi).

F: +Por, +Spa, Bre, Mar, Par = 5; Gains 2. Builds F(Bre), A(Mar).

G: +Den, +Hol, Mun, Ber, Kie = 5; Gains 2. Builds F(Ber), A(Kie).

I: Ven, +Tun, Nap, Rom = 4; Gains 1. Builds F(Nap).

R: +Rum, War, Mos, Sev, StP = 5; Gains 1. Builds F(Sev).

T: +Bul, Con, Ank, Smy = 4; Gains 1. Builds F(Smy).

Press

Russia - All: This turn is always interesting as we scramble for “Dots”.

La République to Herr Kaiser: “Désolé”.

Anon: Mother dear, I'm writing you from somewhere in France, Hoping this finds you well.

Sergeant says I'm doing fine, a soldier and a half,
Here's a song that we'll all sing, it'll make you laugh!
We're gonna hang out the washing on the Siegfried Line,
Have you any dirty washing, mother dear?
We're gonna hang out the washing on the Siegfried Line,
'Cause the washing day is here.

The GSTZ Intimate Diplomacy Tournament

This issue kicks off the ID Tournament. It is a three-round affair, kicking off with the quarter finals. I suggest that we try to run this to 1-week deadlines every Saturday (or quicker if players prefer), provided that is OK with Richard Williams (who will be relying on Royal Mail).

Round One

Game 1

Will Haughan vs.

Alexandre Marcondes

Game 2

James Hardy vs.

Edward Richards

Game 3

Richard Williams vs.

Brian Frew

Game 4

Mog Firth vs.

Geoff Wilde

For the next ID TOURNAMENT DEADLINE Saturday 3rd JUNE, please send me your preference list for which country you want to play in your game. Any ties are disregarded and will move to your next preference.

The rules of Intimate Diplomacy Ia are in Issue 2 or are available on request.

GAMESTART

Black Hole Diplomacy II Everyone Says 'Hi'

AUSTRIA: John Tait

johngtait@gmail.com

ENGLAND: Christian Dreyer

mail@christiandreyer.com

FRANCE: Alexandre Marcondes

alexandre@gentlemansclub.de

GERMANY: Kevin Wilson

ckevinw@gmail.com

ITALY: Mog Firth

mogcate@icloud.com

RUSSIA: Philip Murphy

lists@orlanth.org

TURKEY: David Partridge

rebhuhn@rocketmail.com

Only one player voted against randomness, so randomness it is. I will use random.org to generate a random number between 1 and 75. I have numbered all the spaces on the board in alphabetical order. There will be no cheating, however inconvenient the random result is. Rules in issue 1 or are available on request.

Please remember Rule 5 and send in your immune home SC with your Spring 1901 orders. Rule 5 says:

“5. Each player may designate with his Spring 1901 orders ONE home supply centre to be immune from the effects of Rules 2 and 3 for as long as he controls it. If no preference is indicated, the GM will select one. The choice of exempted home centres is not revealed. The decision cannot subsequently be changed, with only ONE exception: if a player loses control of his exempt centre to another power and is left with only two home centres, then if one of the latter is black-holed his last remaining centre becomes exempt. This may only be done once per player during the game.”

It was not easy to find a Bowie song beginning with the letter “E” as David only ever recorded three (and one of those was a cover). *Everyone Says Hi* was a single and is on the album *Heathen*.

GAMESTART – REGULAR DIPLOMACY

Diamond Dogs (23B?)

AUSTRIA: Hugh Polley
hapolley@yahoo.ca

ENGLAND: Jack McHugh
jwmchughjr@gmail.com

FRANCE: Martin Davis
martin_davis@ntlworld.com

GERMANY: Alexandre Marcondes
alexandre@gentlemansclub.de

ITALY: Caetano Darwin
caetano.darwin@gmail.com

RUSSIA: Vick Hall
vickhall@live.co.uk

TURKEY: John Trevor-Allen
misterjta@gmail.com

Diplomacy House Rules are available at the website – though if I remember I'll email a copy out to you all. The key thing to note is that this is a UK zine – so we submit conditional builds/removals with Autumn orders.

"D" was a toss-up between Diamond Dogs (the title track from Bowie's brilliant 1974 album) or "Dead Man Walking" from the Earthling album. Arguably "Dead Man Walking" is more apposite for a game of Diplomacy, but Diamond Dogs is by far the better LP.

End Bit

I can't guarantee that issues sent out attached to an email always get through. Therefore, the current issue will always be available on the **God Save The (Diplomacy) Zine** Facebook page so you can always download it. I'll also put all the back issues of the zine on the **God Save The Zine** website – www.godsavethezine.com

Now it is nearly 5 o'clock on Sunday afternoon. Thanks to Rebecca who has put up with me doing very little this weekend other than the zine – I'd forgotten how much admin there is to do in something like this. I definitely need to come up with some more efficient ways of working. One thing that would help is if you are playing in more than one game, please put your orders on separate emails – as I am quite capable of losing things!

UK Conventions

ManorCon XXXIX (21st – 24th July)

Held at Leicester University – accommodation available and reasonably priced. Visit www.manorcon.org.uk for details.

Waiting Lists

Regular Diplomacy (5 wanted): Doug Kent, Joseph Stark

1958 Original Diplomacy (5 wanted): Rules in issue 4. Martin Davis, Alexandre Marcondes. A rare opportunity to find out what the original game was like.

Sail Ho! II (3 wanted): John Tait. This is a 4-player variant – rules available at www.diplomacyzines.co.uk

Bus Boss Cyprus map (GM: Jed Stone): (3 or 4 wanted) Rules supplied on request. No one?

Maneater (GM: Jed Stone): (4 wanted) Rules supplied on request.

Hare and Tortoise (GM: Jed Stone): (up to 6 wanted) Rules supplied on request.



This is the house zine for
www.diplomacyzines.co.uk

Email: godsavethezine@gmail.com

DEADLINE

Friday 30 June 2023