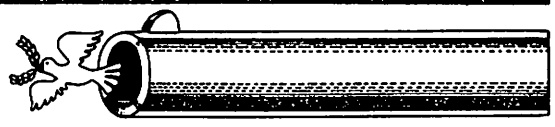


DIPLOMACY



ROD WALKER IS BACK! (big deal). For more on what our 'Diplomacy expert' is up to, see Rod's RECON blurb.

I had intended to write on possible campaigns in the Scandinavian area however, the thing's not much good without maps, and it turns out that I will need very nearly a separate article on nomenclature. So instead you are getting a piece on rules disputes, which may be less fun, but is more basic.

I would like to thank the recognized authorities on the Rules in PBM Diplomacy circles; without their efforts, much of what follows would not have been possible: Allan Calhamer, of course; John Boardman; Don Miller; John McCallum; John Koning; Charles Wells; Jeff Key; John Beshara; and probably others.

It is generally recognized that the Rules of Diplomacy are in places not paragons of clarity. Anyone who plays a few games will quickly discover that situations will arise for which the Rulebook has no ready answer. Part of the problem lies in the fact that the effort to produce a simple and concise set of rules resulted in some oversimplification. Also involved, however, is the fact that the reader may overlook relevant and important passages. Finally, there is a good deal of obscurantist and muddled thinking on the Rules (those of you who have read LA GUERRE will know what I mean).

I am therefore going to start out with one piece of advice which I regard as most important. Take the Rulebook literally. Allow no more, and no less, than it allows. Many players do not do this, and the results are often bizarre. Brian Libby once wrote me that a group at Johns Hopkins played with the assumption that Sweden had two coasts, as did Spain (despite the fact that neither the board nor the rules suggest anything of the sort). Allan Calhamer has mentioned to me that a group writing him thought that a player could build in his home supply centers even after they had been captured by another player, if they were vacant. Again, no reasonable reading of the rules could yield such a notion.

THE REALIST HERESY. A large part of the problem is the deep-seated notion held by many wargamers (who usually cut their teeth on Avalon-Hill) that a wargame must necessarily be realistic; that is, be a simulation. Yet chess, the original wargame, is anything but realistic. So it is with Diplomacy. Certainly, there are some elements of realism. The board has been designed to give some effect to the geographic realities of Europe—but more attention was given to the idea that the spaces on the edges of the board should be larger than those toward the center, thus giving the effect of circularity.

Ultimately, what place has realism in a game which has as its basic premise that the Sick Man of Europe is as powerful as the British Empire? Or which makes rich Sweden, as a supply center, the equivalent of poor Serbia?

It is wrong, therefore, to reason from objective reality in, say, ca. 1901. Many players do, suggesting that a rule (which plainly says one thing) says something quite different because that way it's more "realistic".

THE BELAGUERED GARRISON, as the situation is usually called, shows the realist heresy at its pernicious worst. It is, basically, a unit of player A being attacked by equally supported units of players B and C; EXEMPLI GRATIA, AUSTRIA: A Ser H; RUSSIA: A BUD-SER, A Rum S A Bud-Ser; TURKEY: A BUL-SER, A Gre SA Bul-Ser. Capitalized moves fail. The Rules are clear on this. Two equally supported attacks are a stand-off. A unit may (or must) retreat only when dislodged. But what does the realist heresy say? The single Austrian army in Serbia is doubly attacked, it is argued. No unit in the field could withstand such an onslaught. Therefore, even though the Russian and Turkish units do not move, the army Serbia must retreat (or even, some say, is annihilated). One could continue, REDUCTIO AD ABSURDUM, and suggest that the Austrian Army is holed up in bunkers, thus allowing the Russians and Turks to maul each other, and then emerging unscathed. But whether all this is realistic or not is beside the point. The rules are clear. In the situation above, Austrian A Ser is not dislodged and does not retreat.

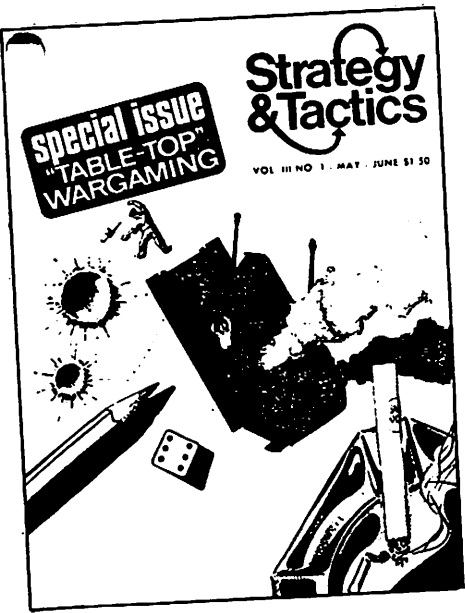
There are, aside from pseudo-realistic "avalonhillization" of Diplomacy, some genuine disputes, to which I would now like to turn our attention.

THE KONING RULE, which is named after John Koning, editor of STAB. Essentially, the ruling states that if units A and B are both ordered to attack province C, and if A is dislodged by an attack FROM province C, B may move. Thus: ENGLAND: A Nwy-StP, F Bar SA Nwy-StP, F Nth-Nwy; RUSSIA: A STP-NWY (dislodged). The problem is this: there is no specific language in the rules which allows this to occur.

There is a "realist" argument for the Koning Rule, but it is nonsense and I will not deal with it. The problem occurs because Allan Calhamer INTENDED to put such language in the Rules, but failed to carry out that intention. He has stated this on a number of occasions; further, the Sample Game at the end of the Rulebook allows the Koning Rule—the moves above are taken from the Fall 1902 campaign.

The situation is complicated by the fact that Mr. Calhamer has ALSO stated that, since the requisite language is not in the rules, he would rule otherwise and, in the situation given, disallow "F Nth-Nwy". Some, including myself, have sought to resolve this by regarding the Sample Game as part of the Rules and arguing that therefore language allowing Koning's Rule is unnecessary since the Sample Game makes clear that it is allowed.

This controversy has by no means been resolved. Those playing the game should, however, resolve in advance which ruling they will use. It should be noted that Koning's Rule favors the offence; the reverse favors the defence. Neither is a very good reason for choosing one ruling over the other, but if you can't make up your mind any other way, the effect on the game might be an acceptable criterion.



BACK ISSUE SALE!

We are having a sale of sorts. We recently bought out PAC's (the previous owner of S&T) stock of S&T back issues. In most cases there were only a few hundred copies of each back number left, or none at all. But in the case of numbers 16 and 17 there were close to 2000 copies (together). Now we have to get rid of all these magazines (how's that for honesty). So we are having a sale. We will, for a limited time only, sell each of these back issues for one dollar each. Both are outstanding in their own way. There are so many of them left mainly because of a gross overprinting of each issue. Issue 16 (March, 1969), was a special Avalon Hill issue, with an extensive interview with AH's chief executive Tom Shaw. In addition there was an article by our own J F Dunnigan on just who plays AH games (on the basis of years of market research) plus reviews of amateur games, features on miniatures, Diplomacy and much more cramed into 32 pages. Issue 17 (May, 1969) had a two color layout and included a set of rules for tank to tank combat (well worth it for the technical data alone). Also a simplified system of naval rules by Lou Zocchi and much more. Again 32 pages. So there's our pitch. Will you fall for it? (Buy the issues and find out.)

BOARDMAN'S DILEMMA AND MILLER'S RULE. John Boardman, publisher of **GRAUSTARK**, once propounded the following dilemma: the support of a unit cannot be cut by an attack coming from the space into which it is supporting; however, what if the unit is not only attacked, but **DISLODGED**? The Rules seem to be silent on such an eventuality. Dr. Boardman suggested that dislodgement implies an attack and, in the absence of language to the contrary in the Rulebook, the support remains good. Thus: **GERMANY: A Ber-Sil, A Mun S A Ber-Sil, A KIE-BER; RUSSIA: A Pru-Ber, A Sil S A Pru-Ber (dislodged).**

Don Miller, publisher of **DIPLOMANIA (INTER ALIA)**, suggested otherwise. The Rules did not cover this situation; hence it is not logical to assume that unit which is being dislodged can give a valid support. Thus, in the example above, both Russian moves would be underlined.

The analogy with Koning's Rule is obvious. So much so, that Miller's Rule is sometimes formulated in a broader sense to include both. Thus: "A unit which is dislodged can have no effect upon the space from which the dislodging attack came".

It should be noted that some would formulate an even broader rule by suggesting that a dislodged unit has no effect on the board at all. This is demonstrably untrue.

Thus:

FRANCE: A BUR-MUN (dislodged)
ENGLAND: A Hol-Kie, A Den S A Hol-Kie
GERMANY: A RUH-KIE, A MUN S A RUH-KIE
ITALY: A Mar-Bur, A Gas S A Mar-Bur.

Although the French army in Burgundy was dislodged, the Rules make clear that it still cut the German support (thus allowing the English into Kiel).

In my opinion, while the case is relatively clear-cut in the case of (and in favor of) Koning's Rule, this cannot be said for Miller's Rule. Although I use Miller's Rule in adjudicating games, I must confess that there are times when John Boardman's solution to his own dilemma seems far more consistent and logical. Since Miller's Rule and its converse favor neither offence or defence, the player will have to make up his mind almost entirely on whether he believes that the Rules, in failing to mention "dislodgement" have in fact failed to cover this situation.

THE GILLILAND SITUATION. So-called for the first postal player to have been victimized by the so-called "Chalker Rule", one of the worst and most unpopular rulings ever made. I include it because there is a pseudo-rationality connected with it which tends to make it seem believable. The moves involved were:

ENGLAND: A KIE-BER, F DEN-KIE,
F Hol S F den-Kie, F NTH-DEN,
F Hel S F Nth-Den

GERMANY: A BER-KIE
RUSSIA: F SKA-DEN, F Bel S F Ska-Den.

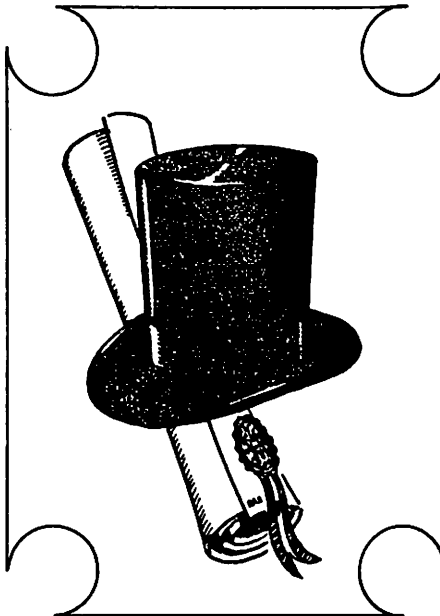
The Chalker Rule, however, would allow Russian F Ska-Den to succeed. The supporting argument was based on the phrase, in the Rulebook, "an order to move, with support, against a unit belonging to the same country as the moving or supporting unit is of no effect;...". It is argued, therefore, that the English moves F Den-Kie and F Nth-Den were "of no effect", and were therefore "conditional". The move F Nth-Den could not stand off the Russians under this reasoning, hence the Chalker Rule.

The Rulebook does not support this opinion, however. The phrase already quoted ends with an important qualifier: "that is, a country may not force one of its own units to retreat". That is what "is of no effect" means. It does not mean that such attacks cannot stand off other, equally well supported, attacks.

No doubt at this point somebody will be asking himself how it can be that units of the same country can attack each other. Again, do not expect realism in a GAME. Units of the same country can attack each other because the Rules allow it.

An analogous situation occurs in Spring 1902 in the Sample Game. **AUSTRIA: A TRI-BUD, A VIE-BUD; URSSIA: A GAL-BUD.** Two Austrian armies attack the same place and the resultant stand-off also keeps the Russians out.

THE BRANNAN RULE. Dan Brannan, editor of **WILD 'N' WOOLY**, identified early in 1966 one of the most obvious omissions of the Rules, and developed a simple rule to solve it. The basic question is, if Army A attacks province B,



convoys by fleet C, from what direction does the attack come? The importance of this is illustrated by the following situation (adjudication in accordance with Brannan's Rule):

FRANCE: A SPA-NAP, F Wes C A Spa-Nap, F TYR C A SPA-NAP, A Rom S A Spa-Nap (F Tyr is dislodged). Italy: F Ion-Tyr, F Nap S F Ion-Tyr.

Brannan's Rule is this: convoys attack comes from the direction of the last convoying fleet. Thus, in the situation above, the convoys attack does not cut the support, the last convoys fleet is thus dislodged, and the attack on Naples fails.

The converse is to regard A Spa-Nap as an attack from the side (vis-a-vis the Tyrrhenian). In that case, the fleet in Naples is dislodged. A very literal reading of the rule regarding cutting of support would give this result, except that it seems clear that an attack from an ADJACENT province is meant. Spain is not adjacent to Naples. The only way an army can move from one to the other is through a succession of fleets. It seems inescapably logical that the attack of A

Spa upon Nap is delivered through F Tyr, and must therefore be coming from that direction.

The Brannan Rule, that a convoys attack comes from the direction of the (last) convoys fleet, has five applications.

1. A convoys attack has no effect if the convoys fleet is dislodged.
FRANCE: A SPA-NAP, F Wes C A Spa-Nap, F TYR C A SPA-NAP (dislodged).
ITALY: F Ion-Tyr, F Tun S F Ion-Tyr, A Apu-Nap.

2. A convoys attack does not cut support for another attack if the convoys fleet is dislodged.
FRANCE: A SPA-NAP, F Lyo C A Spa-Nap, F TYR C A SPA-NAP (dislodged), A ROM S A SPA-NAP (dislodged).
ITALY: F Ion-Tyr, F Tun S F Ion-Tyr, A Apu-Rom, F Nap S A Apu-Rom.

3. An attack on the last convoys fleet from the province being attacked by the convoys army, if equally well supported as that army, does not dislodge the fleet but does stand off the army.
FRANCE: A SPA-NAP, F Lyo C A Spa-Nap, F Tyr C A Spa-Nap, A Rom S A Spa-Nap, A Apu S A Spa-Nap.
TURKEY: F NAP-TYR, F Ion S F Nap-Tyr, F Tun S F Nap-Tyr.

4. An attack via convoys does not cut support, for an attack on the last convoys fleet, being given by a fleet in the province under an attack. See the example given above under the original discussion of Brannan's Rule.

5. Two armies may change places if one or both of them are convoys. Thus:
ENGLAND: A Lon-Bel, F Eng C A Lon-Bel.
FRANCE: A Bel-Lon, F Nth C A Bel-Lon.
 or **FRANCE: A Bel-Hol.**
GERMANY: A Hol-Bel, F Nth C A Hol-Bel.
 This is the most controversial application of Brannan's Rule, since it constitutes an exception to the Rulebook's statement that two units may not exchange places.

CUTTING YOUR OWN THROAT. Consider the following moves:

FRANCE: A Ruh-Mun, A Bur S A Ruh-Mun, A Par-Bur; GERMANY: A Kie-Mun.

The question is, does France get Munich? The answer is no. Most players assume, and most Gamesmasters (including myself) rule, that a player may not cut his own support by attacking his own units. However, the Rules specify only that support may be cut by an attack "from the side", without any statement as to the nationality of the attacking unit. Technically, therefore, it is possible to cut your own throat. Of course, it would take a pretty clumsy player (perhaps clumsy as a fox?) to stumble over his own feet in that fashion.

THE COASTAL CRAWL. The Rulebook states, "if two units are ordered each to the space the other occupies, neither may move." The word "space" is never defined in the Rules. It seems clear that it is intended to be a synonym for the phrase "province or body of water" (the word "province" is sometimes used in this sense in the Rulebook), just as "unit" is synonymous for the phrase "army or fleet". But it is not so defined. Therefore, the question may legitimately arise, is Spa(sc) a different space from Spa(nc)? Because of the ambiguity of the word, the answer if sometimes given, "yes". The same would apply to the two coasts of the other double-coasted

provinces. If this is true, then the following moves would succeed:

1. F Por-Spa(nc), F Spa(sc)—Por
2. F Spa(nc)—Por, F Por-Spa(sc)
3. F Mid-Spa(nc), F Spa(sc)—Mid
4. F Spa(nc)—Mid, F Mid-Spa(sc)
5. F Con-Bul(ec), F Bul(sc)—Con
6. F Bul(ec)—Con, F Con-Bul(sc)

Although this interpretation adds a certain advantageous flexibility to areas that often become severely bottlenecked in a game, it must be admitted that it flies in the face of the obviously INTENDED meaning of "space". On the whole, it would seem to do less violence to the Rules if the Coastal Crawl is disallowed. On the other hand, it must be admitted . . . well, it must be admitted that I am very ambivalent on this point. I like the interpretation. I do not like the justification for it.

THE CHANGING OF THE GUARD. This is one of the biggest pieces of nonsense going. I should know; I made it up. Unfortunately, some people (none too bright, some people) believed me.

The C.G. simply states that an army and a fleet occupying two adjacent coastal provinces may exchange places. The suggestion was intended as a satire on the "realist" school of rule interpretation (which I regard with the scorn it deserves) (did you notice?), and was justified with all sorts of tripe about fleets sailing along the coast and armies marching inland, and whatnot. The C.G. would allow the moves F Mar-Pie, A Pie-Mar.

Regardless of what sort of hocus-pocus one focuses on the problem, the Rules clearly state, "if two units are ordered each to the space the other occupies, neither may move." More clarity could not be asked for. Unless you want Mr. Calhmer, with a prescience which looks forward seven years, to state also, "the Changing of the Guard is illegal". And it is.

These are some of the major rules disputes. There are others, but nearly all of them involve extremely rare situations and/or provoke very little discussion. A future column is planned to cover some of these, as well.

In the meantime, if you have a rules dispute or problem that you would like to ask me about, please feel free to write. My address is 5058 Hawley Blvd., San Diego CA 92116. I won't guarantee an immediate answer, but I will try to reply quickly. Enclosing a stamped, self-addressed envelope will insure a speedier reply.

NEXT ISSUE: POSTAL DIPLOMACY:

How to run it
How to play it
How to join it
How to avoid it.



WHAT, ANOTHER "DIPLOMACY SPECIAL"?

Back in the dear, dead days when S&T was being printed on long paper and was just getting started, we did a "Diplomacy Special". That was No. 8; it had articles by John Boardman (who began postal Diplomacy), John McCallum (one of the oldest and best-known postal Gamesmasters), and myself.

Fourteen issues later, there have been Diplomacy columns in most issues, but nothing else on the game. I have therefore proposed that we have another "Diplomacy Special". THIS IS A NAKED APPEAL FOR PUBLIC SUPPORT. The editor says I can do this if you-all would like to see it. And the more support I get for the idea, the more pages I can have (in other words, the "special" issue would still have other wargaming coverage, but there would be a BIG Diplomacy section).

What kind of material do I envisage for this project? A few ideas are these:

1. The commercial game of Diplomacy you can buy today is not exactly the game originally designed by Allan Calhmer. Beside the several drafts that Calhmer made of the rules during 1954-1959, Games Research made one very vital change in the Rules after 1959. This would be covered in an article by (hopefully) Jeff Key of Oklahoma City, who first brought this to our attention.

2. Fred Davis, Jr., of Baltimore, has written on the geography of the game. In conjunction with myself, he has designed a proposed revision of the board and of the rules, an experimental game called Aberration I. This has been locally play-tested and is presently being played by mail. I propose publishing the rules and map for this game.

3. One of the chief charms of postal Diplomacy has been the "press-release" literature connected with it. I propose writing an article on this, illustrated with profuse examples.

4. I hope to get John Boardman, who began postal Diplomacy, to write an article on two other creations of his, the supply-center chart and the Boardman Number system for postal games.

5. In addition, room permitting, we could have articles by others on the background and strategy of the game, plus the maps and rules for one or two other variants (I have in mind, for example, the popular Youngstown Variant, which adds to the regular game China, India, and Japan as Great Powers).

I also solicit the ideas of the readership. What sorts of things would you like to see covered in such a "special"? Rating systems? Strategy in the Napoleonic (5-man) game? Team play? You name it. The only thing we will definitely NOT do is cover material published in previous S&Ts. That material is still in print and reasonably inexpensive.

OK, I've said my piece. Now it's up to you. If the feedback justifies it, the editor will give me the green light. So feed back, already!

. . . Rod Walker

'KAMPF' LIVES!

Four years ago Jim Dunnigan got suckered into producing a series of historical monographs under the name KAMPF. As the pressure increased everyone else pulled out leaving ol Jim holding the bag. Three monographs were actually published, ARDENNES OFFENSIVE 1944-45, BATTLE FOR FRANCE 1944 and THE GUADALCANAL CAMPAIGN 1942-43. Each of these runs from 24 to 40 pages in length and contains 10 to 15,000 words of text plus numerous charts, maps, diagrams and OB data. They were produced with game design in mind, and on the basis of them Jim was first hired by Avalon Hill (they also got Jim extra credit at Columbia University). Two more were finished, GERMAN WEAPONS IN WW II, and GERMAN ORGANIZATION AND ORDER OF BATTLE IN WW II but the money ran out to produce these. Jim is still scrounging up the bread to get the rest of them out, as well as others that he talked some of his associates into writing. S&T has taken over this obligation, and as soon as we get S&T straightened out we will continue publication, in a much improved format. First priority, of course, will be to satisfy those who have bought the unpublished ones (if you haven't asked for a refund yet). In the meantime we are making available copies of the three that have already been produced.

ARDENNES OFFENSIVE 1944-45 . . . \$2.00
BATTLE FOR FRANCE 1944 . . . \$2.00
GUADALCANAL CAMPAIGN 1942-43 \$2.00
ARDENNES is available only in xerox, the others are offset printed. Send orders to Poultron Press.

MSC

The MILITARY STRATEGY CONFEDERATION has become the prime wargaming organization in America, with a high quality magazine and low yearly membership dues, scores of wargamers across the nation have found that the MSC is the answer to the question of intelligent wargaming. The magazine of the MSC is D-ELIM...nationally acclaimed for its high level of journalistic integrity. In every issue you will read several well written, intelligent and interesting articles which are written by the top writers in the field.

The MILITARY STRATEGY CONFEDERATION has the lowest yearly membership dues of the big three clubs. You pay only \$4.00 for PBM membership, and only \$5.00 for face-to-face membership if you plan to attend the weekly meetings. There are no hidden charges or fees.

The MILITARY STRATEGY CONFEDERATION planned and executed the best and certainly the most unique convention ever held for wargamers in this country. MIL-CON II, held at St John's University on July 11th & 12th of this year, attracted wargamers from every part of the United States. The MILITARY STRATEGY CONFEDERATION wants you as a member. We want you if you are interested in an intelligent club, a superior magazine and truly great conventions, all at low cost to you. If you are willing to take a chance...a chance to join a wargaming club with a real future... join the MILITARY STRATEGY CONFEDERATION. Write to:

MSC
Dean of Students Office Box 56
St John's University
Grand Central & Utopia Parkways
Jamaica, New York 11432